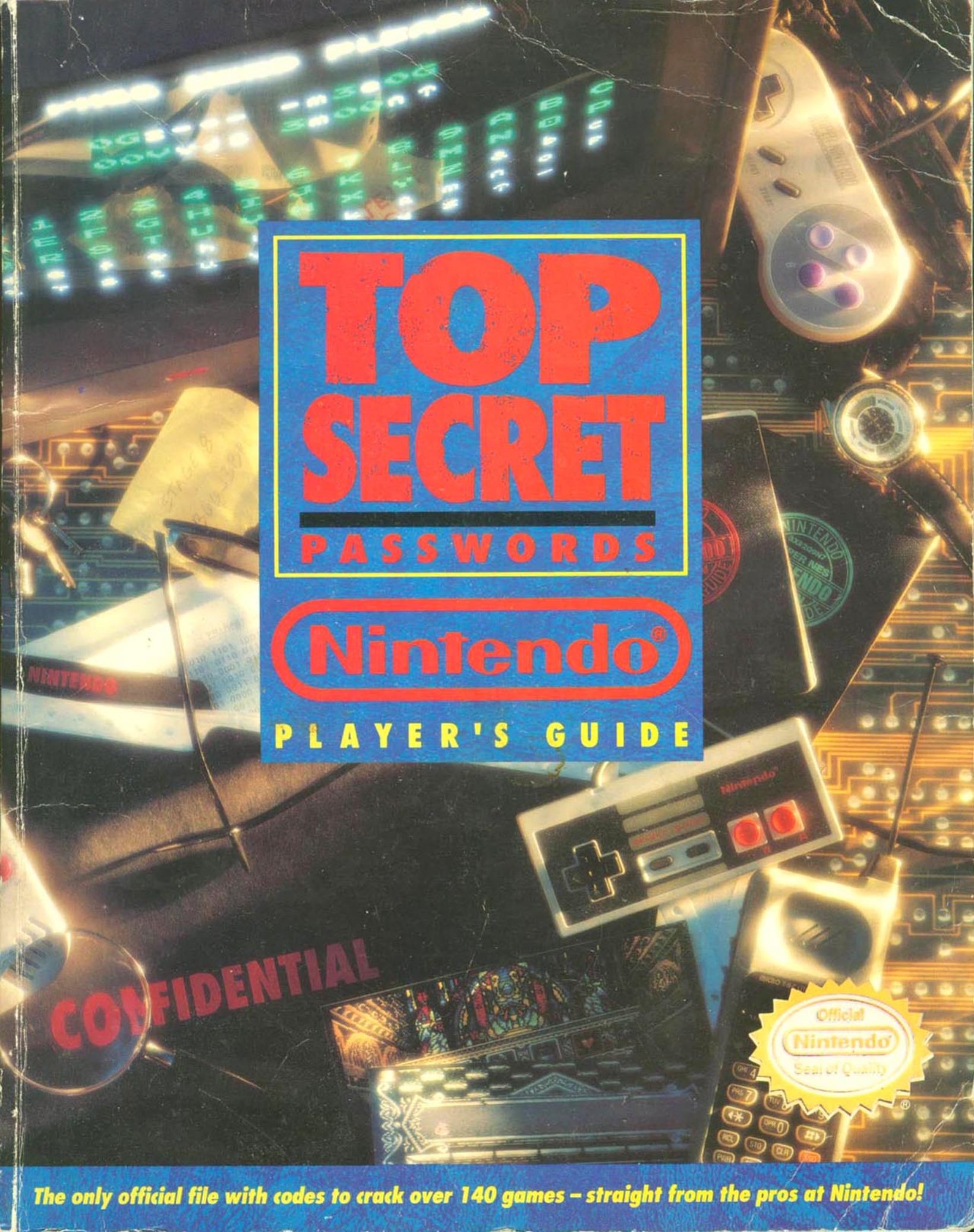
TOP SECRET
PASSWORDS
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PLAYER'S GUIDE
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Official Nintendo Seal of Quality
The only official file with codes to crack over 140 games – straight from the pros at Nintendo!

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TOP SECRET PASSWORDS

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STAFF

Publisher — *M. Arakawa*
Producer in Chief — *Hiroyuki Kato*
Editor in Chief — *Gail Tilden*
Senior Editor — *Pam Sather*
Editors — *Scott Pelland*, *George Sinfield*, *Leslie Swan*, *Jeff Bafus*
Editorial Consultants — *Howard Lincoln*, *Peter Main*, *Phil Rogers*, *Juana Tingdale*, *Tony Harman*
Cover Design — *Griffes Advertising*
Copy Coordinator — *Jon Whisler*
Game Research — *Richard Ham*, *Jim Wornell*, *James Mayo*
Director of Production — *Tsutomu Otsuka*, *Tetsuhiko Yoshida*
Producer — *Yoshio Tsuboike*
Project Coordinators — *Hiroyuki Kurano*, *W. David Mellen*, *Keiji Hamada*, *Emi Toyama*, *Satomi Gotoh*
Art Director — *Yoshi Orimo*
Concept & Design — *WORK HOUSE USA*, *Yukio Yamashita*, *Ritsuko Yamaji*, *WORK HOUSE CO., LTD.*, *Ichiro Koike*, *Jumpin' Jack Yushi*, *Masao Iwamoto*, *Hiro Ogawa*, *Nobu Watanabe*, *Yuji Honma*, *Masahiro Oguro*, *Kochan Yoshizu*
Layout — *Hiroshi Ohashi*, *Shuji Kurokawa*, *Tomohide Kinoshita*, *(OK 2)*
Illustrators — *Motoharu Ogawa*

The Top Secret Passwords Player's Guide is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd. Top Secret Passwords is published at $15 in the U.S.A. ($21 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

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THE PASSPORT TO POWER

Passwords come in all shapes and sizes, ranging from four-letter codes to strings of complex characters. As different as they might look, they all share the ability to let you start a game where you want to. They let you start where you left off, so you won't waste time playing stages you've already finished. And it's often extremely difficult to reach a game's higher stages. The Top Secret Passwords Player's Guide is designed to help you get to those stages—and get more from your games.

To bring you this Top Secret Passwords Player's Guide, the Pros at Nintendo Power searched their most highly classified files on more than 100 of the toughest games for the NES, Super NES and Game Boy.

In the first section, you'll find a selection of passwords that take you to the most interesting stages of some of the best password games around. Use the secret words to skip past difficult stages and continue the game, or use them to find clues that appear in later levels. If you're like most players, you probably have some games that are just collecting dust. Use the passwords provided to rediscover those games and explore new worlds and challenges that you never imagined were there.

The second section features games that have Stage Select codes, those secret button-pushing sequences that take you to the level of your choice. Do you think that programmers like battling through the same stages a billion times? No way! That's why they create codes like these. But getting you to where you want to go is only one way that Stage Select codes work. Top Secret Passwords also includes secret programming codes that let you start with extra men, try special sound tests, or experiment with weird tricks. Some of the codes will give you a big edge in the game, but others are just for fun.

And at the back of the book you'll find a complete index that lists the final "word" on every password game. That's where you'll find the best codes for more than 100 games.

You can take your tips from us. The Top Secret Password Player's Guide has all of the tools that the Pros use. Keep in mind that many of the characters that make up a code can look a lot alike. Even the Pros can mistakenly enter a number 1 instead of a lower-case "L" or a zero instead of a capital "O." A single mistake keeps the codes from working, so check each character carefully as you enter it.

LOOK FOR MORE NINTENDO PLAYER'S GUIDES
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

TOP SECRET PASSWORDS

Nintendo®

PLAYER'S GUIDE™

PASSWORDS

Some games have security systems which allow only those in the know to enter advanced stages. By using the Passwords in this section, you'll have what it takes to carry out these high level missions.

THE ADDAMS FAMILY

GOMEZ GOES IT ALONE

These passwords take you inside the Addams's mansion to help Gomez find his missing family. He's the only one of the creepy, kooky clan who hasn't been kidnapped, so if he doesn't free them, nobody will. It's a toe-tapping, finger-snapping search!

B L K X 8

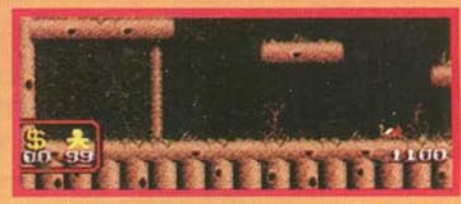
START WITH ONLY MORTICIA MISSING

With this code, you'll not only begin with everyone saved except Morticia, you'll also have five full Hearts and 72 men. You'll need them! Begin the trek in the Music Room, where Lurch is playing piano. When he finishes, the blocks around the door disappear.

The route to the room where Morticia's being held is long and difficult. Beginning with 72 men definitely gives you the advantage.

COLLECT 99 MEN

When you get a password after saving a family member or earning a Heart, reset the game and collect the replenished 1-Ups. You can carry up to 99 men in reserve.



B Z Y X C

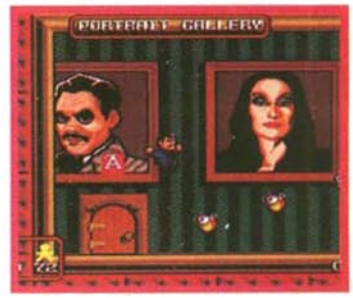
PUGSLEY'S FREE. NEXT?

Enter this code to start with Pugsley free and five Hearts. Granny is the next family member in line for rescue, so start your search for her in the Kitchen.

B D S X Y

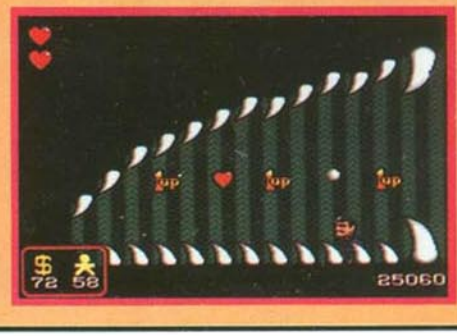
FIND FESTER

When you use this code, you'll begin with Granny rescued and 72 men. Now it's time to free Fester. This time the hunt begins in the Portrait Gallery.



SECRET SITES

Stand in the lower left corner of the Hall of Stairs and press Up to find a hidden door. More 1-Ups are in a bear's mouth in the Lower Gallery. Walk into the mouth shown at the right.



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ADVENTURES OF LOLO

LOLO'S LOST LALA

Your destination for Lolo's adventure is Eggerland, not Lala Land, but Lala's the one who is lost. She's Lolo's love, but the King has kidnapped her. Lolo must search many puzzling rooms to find her. Take these passwords to perplexing places.

CMZJ

FLOOR 5, ROOM 5

This room has one-way arrows everywhere. Lolo can't cross against the arrows, but he can cross them in the correct direction or from the side.

DCYT

FLOOR 7, ROOM 4

This room has one-way arrows, too. This time, you can change the direction of two of them. Note the Skull's position as you choose your changes.

DLYK

FLOOR 8, ROOM 5

You must use all of the Emerald Framers (EFs) to gather Heart Framers (HF) here. To start, go up and over to the left. Push the left EF over the arrow below.

DPYH

FLOOR 9, ROOM 2

The EFs are aligned neatly in two rows, but you have to mix them up to get the HFs. Start on the left side. Push EFs up on both sides of the HF, then slide the center one to the left. Follow that pattern down the row.

DZVY

FLOOR 10, ROOM 3

First, egg the Snakeys, pick up the HFs in the upper corners, then slide the EFs down on your way back. Next, shove the Snakeys down beside the Medusas, grab the HFs, and shoot the Snakeys before they reappear so you can use them again above the Medusas.

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ADVENTURES OF LOLO II

A PUZZLING ADVENTURE

Lolo's second adventure takes you back to Eggerland to, once again, rescue Lala. It's much the same as the original game, with more puzzles to solve and predicaments to ponder. Go straight to some challenging chambers with these passwords.

HHKK

FLOOR 4, ROOM 5

Don Medusa slides side-to-side across the bottom of the room, so watch your step. Shove an Emerald Framer (EF) down across the bridge, then egg Snakey to push EF over and down.

HBKM

FLOOR 5, ROOM 2

Get the Heart Framers (HFs) by the Snakeys, then egg the lower one, push it into the water and walk across. When Snakey reappears, put a bridge under it. Shoot it and move it below the Medusa.

HJKR

FLOOR 6, ROOM 4

The green patch below the Medusa on the right is grass. One of your objectives will be to slide an EF in there. Begin by trapping Rocky in the lower left corner, then trap the lower Don on the left side.

QHDK

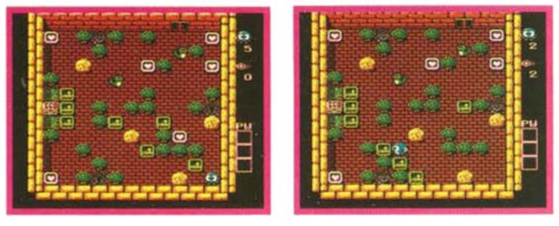
FLOOR 7, ROOM 4

Move one of the EFs up to the left side of the lower Medusa. Move one Skull to the upper Medusa's right side, another to the space below. Shoot Snakey off the screen and move an EF to cover its space.

QVDT

FLOOR 8, ROOM 1

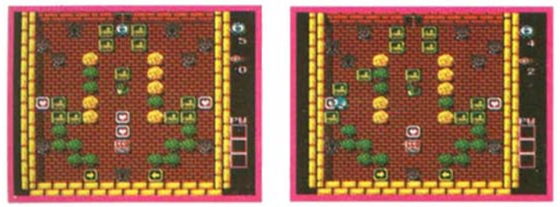
Move the EFs to the positions shown in the right photo, then egg the Snakey on the left and shift it up and over below the top Medusa. Collect the HF between the Snakeys and the one in the upper right.



QYDL

FLOOR 9, ROOM 3

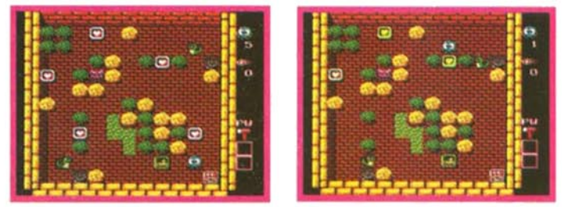
The trick here is to use one EF to block beside the Medusas that are very close together and one to block below. Blow Snakey away and cover its space so it will reappear below the Jewel Box.



QJDR

FLOOR 9, ROOM 5

Move Snakeys into position and take the HFs, then stand under the rock on the right of Don Medusa. Hammer that rock and run to the right, staying one step ahead of Don until you reach safety.



QDDQ

FLOOR 10, ROOM 2

Sink the upper left Snakey, grab the HF, then push the EF down over Snakey's spot. Snakey will reappear above the Medusa. Later, send another Snakey to the space below the other Medusa.

VPDP

FLOOR 10, ROOM 4

Block the Medusa only on the top, left and bottom and take the long route to the Jewel Box after you take the last HF. Use your one arrow change to switch the Down arrow on the right.

FOR PROS ONLY

The most mind-boggling rooms of all are in the secret Pro Mode. Enter PRO as the first three letters of your password and A, B, C or D for the last. You'll arrive in one of four extra-tough pro puzzles.

You asked for tough—and you got it! You have to free Don Medusa and run to safety, all while avoiding the sharp stare of Medusa.

You're definitely outnumbered here! You have to do some fancy shooting to hold the Almas at bay while you run around collecting HFs.

For crying out loud! This doesn't look fair! But you're a pro—you can take it. As soon as you take the HF, the Gols fire away.

This is it: the ultimate challenge for pro Lolo-players. Start with the Almas on the right. Get ready to snatch HFs and fire fast!

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ADVENTURES OF LOLO III

A CRUEL KING ROCKS EGGERLAND

Travelers to Eggerland find only stone statues of its residents, thanks to a wicked king who turned them all to stone—all except Lolo and Lala, who were absent when the spell was cast. Use these passwords to help them track down the mean monarch.

6B5R TQ♥6 C236 ♥VWH

MMDY WQH4 B2C9 ♥B▲H

LEVELS 4-7

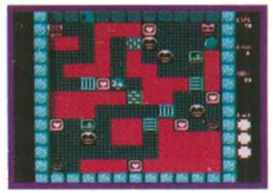
Start 4-1 in the lower left room. Move one Snakey over against the wall and another to the space below the Medusa in the room above. Shoot the Snakey in the hall, shove it right one space. Now go down and enter the left room again to move the other Snakey down against the wall. Exit above and start over in the lower right room.

V4Y♦ 23G▲ 5J♦+JNDN

JWB+ L▲FF PB▲V 326B

LEVELS 9-12

Level 9 takes you to the sea bed, where new enemies play by new rules. You'll have to discover new strategies to solve the puzzles here. The bridges, like these in 9-1, are safe to cross, but the brick paths are fragile. They crumble into the lava after a second crossing. Begin by trapping the Don Medusa in the upper right corner.



ZGNY PTR5 +QTZ 3Q5V

Y2+V WGDN J+GG NSZ6

LEVEL 14

You might think that you're about to win, but that conniving king has another trick up his sleeve. He kidnaps the character you've been using, leaving the other one to solve the remaining puzzles. Chase him into the fiery depths and enter Level 14 through the doors with the evil eyes. The Leeper and Alma have important roles in 14-1.

QKKH SQ53 6DP♦ NJ+6

W8S♥ 4M4♥ GVRZ WM42

LEVEL 16

Another castle houses Level 16. Take the first three Heart Framers (HFs), then egg the lower Snakey and slide it over above the Medusa. Egg the other Snakey, shove him into the water and climb aboard. Shoot the upper Skull and push it to the wall. Take the lower right HFs, then force a Snakey into the space beside the upper Medusa to get the last HF.

96HW 56R8 ♥B▲B 93G5

D49▲ DKQ♥ Q▲QP T56V

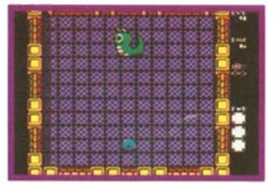
LEVEL 17

Enter the center dark castle to begin Level 17. First, walk right across the arrow, snatch the HF and continue down to egg Snakey. Ride the egg past the Gol below, then hop off, move Gol over and the Emerald Framer (EF) down to collect the two HFs. Hurry back to the left and cross the water when the floating egg is below the EF on the left.

JY8H JPLG 893Q C♥2L

BATTLE THE BOSSES, LEVELS 4-7

Enter this password to go into the caves of Levels 4-7 and practice fighting the final enemies in each. Start with Level 4's Super Snakey, who slithers around after you, then move on to extra-large versions of Alma, Rocky and Leeper.

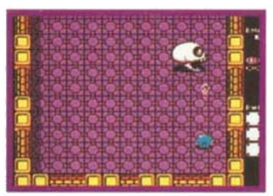


TTHR MR7H ♦V3▲ L493

BATTLE THE BOSSES, LEVELS 9-12

This password is the ticket directly to the big, bad bosses of Levels 9-12. Begin by battling the king-sized Skull that guards Level 9. Stay in the center, just out of the Skull's route, and fire! Then prepare yourself to fight giant Gol, mighty Medusa, and diabolical Don Medusa.

Run up and down the center, staying a space away from the big skull. Fire when it's close.



4R4N SPDD F♥L4 5BTJ

CONQUER THE KING

Enter this password to fight the ultimate battle. The evil King of Eggerland is fierce and fiery. Study the route he follows as he bounds around the room spewing fireballs. Mount a strong defense. Shoot his fireballs before they strike you and sneak in shots when you can.

MAKE THE RAINBOW BRIDGE!!

Skip the first three levels by entering "2" in all of the password spaces. The game looks the same, but when you enter the first two levels, the Egg and Key are waiting. Take them to Level 3 and build a Rainbow Bridge to areas beyond. If you use this shortcut, though, you won't be able to continue past Level 8.

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AIR FORTRESS

A DIFFERENCE IN THE AIR

Air Fortress puts you into two types of space action. First, you'll zip about in a traditional side-scrolling shooter. Then, when you reach one of the eight fortress areas, you'll go inside wearing a space suit and flying with a jet pack.

KA91

3RD FORTRESS

Waves of missiles and alien fighters will swarm out and attack the ship. Some of these enemies will "home" in on you and follow you. The Fortress itself is filled with robots programmed to attack all intruders.

6KAI

4TH FORTRESS

Expect faster enemies, more of them and more obstacles in your way. Collect Energy Bubbles whenever possible. To counteract the increasing speed of the alien hordes, try to find the position on the screen from which you can hit all incoming ships.

8NYU

5TH FORTRESS

New, more dangerous Super Ships appear as you head toward the Fortress, plus swarms of smaller, faster enemy vessels. Since your ship doesn't increase in speed, you'll have to anticipate where and when the enemies will appear.

2APP

6TH FORTRESS

Narrow passages and multiple enemies keep you constantly on the move. Don't try to pick up all the Power-Up items on the screen or you may get caught in a cul-de-sac. More robotic enemies await in the Fortress.

OS85

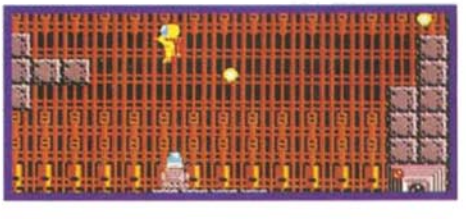
7TH FORTRESS

Many of the Power-Ups are placed behind obstacles and traps in this stage. You'll have to be quick on the stick to reach them. Luckily, there aren't too many enemies.

SUGA

FINAL FORTRESS

The Final Fortress doesn't really hit you with anything new, just a lot of very dangerous enemies and traps that you should recognize by now. If you don't, you won't be around long. The Fortress itself has more of the robots you've come to loathe.



2ND QUEST CODES

2ND FORTRESS	*11NA*	*6TH FORTRESS*	*MA1K*
3RD FORTRESS	*8AJI*	*7TH FORTRESS*	*DOMO*
4TH FORTRESS	*TOBI*	*8TH FORTRESS*	*7NDA*
5TH FORTRESS	*NDA4*		

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BASES LOADED

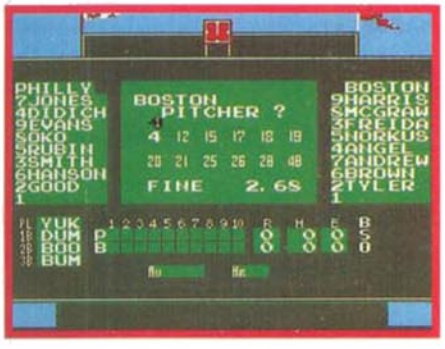
THE PASSWORDS OF SUMMER

The secret number in Bases Loaded is 80. If you win 80 games, you'll be assured of the pennant. The passwords listed below start you off one game away from that magic number. All you have to do is win one game to reach the World Series.

LFBDJHE

BOSTON

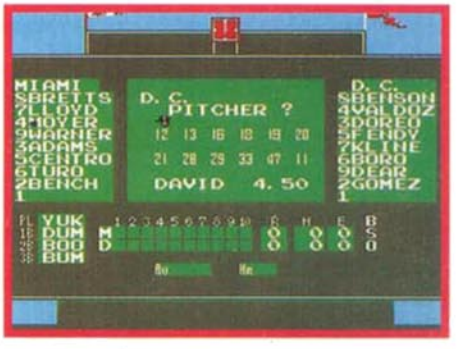
Look for pitching strength from Fine (2.68 ERA), Page (2.94 ERA) and Bopper (2.66 ERA).



PFACNHK

D.C.

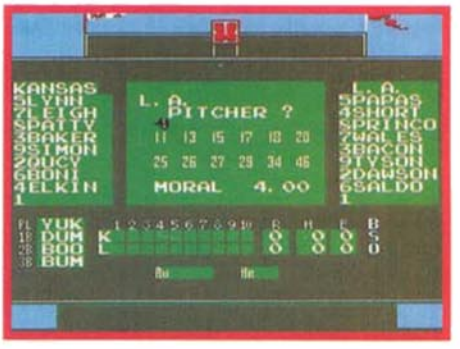
With pitching like the D.C. team has, you're lucky to be this close to clinching the penant.



PFBCNPD

L.A.

L.A. has an incredible line-up of super plus .300 hitters, and exceptionally bad pitching.



EASTERN LEAGUE

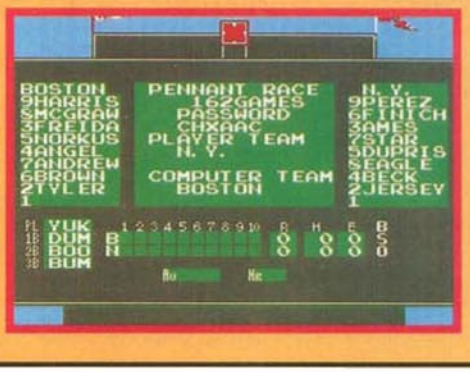
Boston	*LFBDJHE*
New York	*PFDAJHH*
Philly	*LFDBJHE*
DC	*PFACNHK*
Jersey	*LFADNHH*
Miami	*PFCANHK*

WESTERN LEAGUE

Kansas	*PNCBNHD*
Utah	*LNBCJPD*
Hawaii	*LNADJPD*
Omaha	*LNDAJPD*
Texas	*LNCBJPD*
LA	*PFBCNPD*

CHXAACC

The pennant race is down to two teams—N.Y. and Boston—after a real big league season of 162 games. This special password lets you skip directly to the pennant race without having to play ball for a grueling six months.



EBDBAAJ

This special password lets you skip directly to the Eastern pennant race after a season of zero games. The madcap is between you as Philly and the computer opponent, Jersey. The winner moves on to the World Series.

The password listed above lets you play for the pennant with the Philly team against Jersey after a season of zero games.

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BASES LOADED II

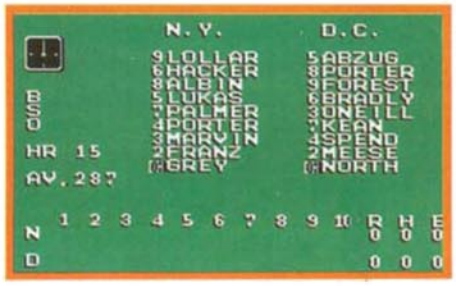
THE RACE FOR THE PENNANT

Playing a 130-game schedule can seem like it takes forever. These passwords start you off with 50 wins and no losses. Since you are already one third of the way through the season, you stand a good chance of reaching the Series. Also included are two World Series passwords that take you all the way.

CMDUIID

NEW YORK

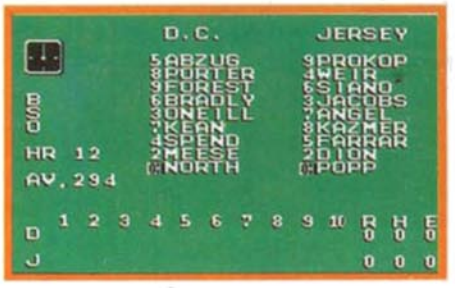
You have some powerful hitters this time who can take you to the World Series. Palmer, Porter, and Marvin are all plus .300 sluggers. On the pitching side, Stamer has an ERA of 2.17 and a good left curve.



CRDUIII

D.C.

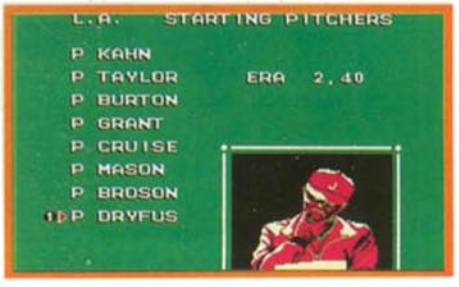
D.C. is not a power team. If you want to take them to the Series, expect a challenge. Although the pitchers have political names, their ball-playing stature is less exhalted.



SCTLRYQ

LOS ANGELES

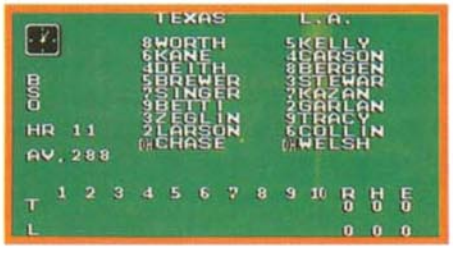
L.A.'s strength is in its arms. The best are reliever Kahn, with a 1.57 ERA, and starter Dryfus, who looks good with a 2.41 ERA. Grant has the most power behind his pitches. Batting is solid enough to win the big one.



GRYYMEM

TEXAS

Texas is another challenge team. Although you have a great start with 50 wins, you'll have to make the most of the limited talent on this team. Deith has an average of .308 and 28 Home Runs and Worth is an excellent base stealer.



EASTERN LEAGUE

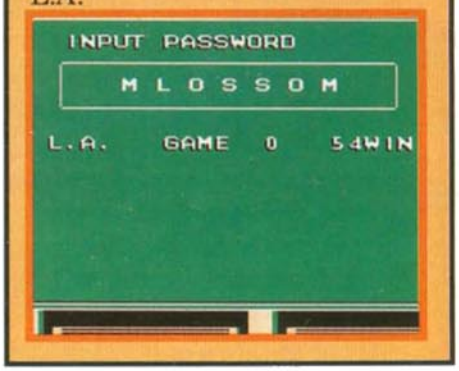
New York	*CMDUIID*
Boston	*CNDUIIE*
Jersey	*XSQQUVO*
Philly	*FICCJDE*
Miami	*BNGXFHF*
DC	*CRDUIII*

WESTERN LEAGUE

Los Angeles	*SCTLRYQ*
Kansas	*IANOXXG*
Omaha	*ASFWGGH*
Texas	*GRYYMEM*
Hawaii	*XBQQUVW*
Utah	*WDPPVUV*

WORLD SERIES

You begin Game One of the World Series as L.A. playing New York with the password MLOSSOM. If you enter JTTPTWD, you'll begin the World Series as Jersey playing L.A.



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BATMAN: RETURN OF THE JOKER

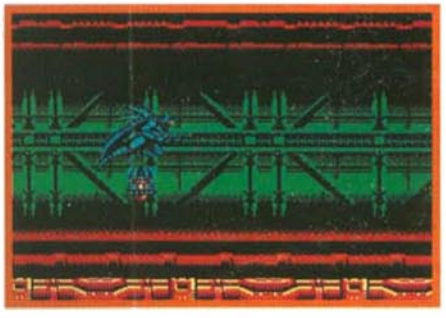
JUMP AHEAD TO THE JOKER

The Joker never gives up. He's mounting a new campaign against the Caped Crusader and Gotham City. By keying in the passwords shown below, you can catch up to the Clown Prince of Crime before he can follow through with his evil scheme.

NWKL

STAGE 2-2

The Joker has escaped to a warehouse on the outskirts of the city. Fly through a long warehouse corridor with a special rocket pack and track the clown down.



LGZQ

STAGE 3-1

You'll follow the Joker's trail to a chilly mountain hideout. Watch your step in the ice and snow or you'll slide over a steep cliff into a bottomless ravine.

KHCN

STAGE 4-2

The chase continues in an automated factory. You're in for a wild ride on a pair of dangerous freight elevators. Don't get cornered by the robot guards on these lifts.

QGVN

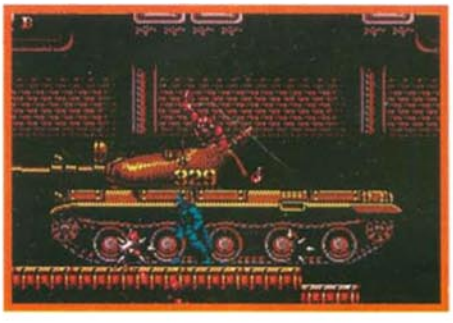
STAGE 5-1

The Gotham City underground is full of flowing toxic waste and sinister henchmen. Don't get lost in the current, or the Joker will get away.

CKQG

STAGE 6-2

The amazing Tank 329 guards a remote army base where the Joker was last seen. Run along with this heavy machinery and hit the driver when he appears.



GPZT

STAGE 7-1

The last battle takes place on Ha-Ha-Hacienda Island. This aptly named place is home to the Joker's new hideout. Find the fiend and bring him in.

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BATTLE OF OLYMPUS

A PASSPORT TO ANCIENT GREECE

Battle of Olympus is an adventure game that depends on your success to gather items from the gods and monsters of Olympus. Since you start the game in a limited number of places, the passwords instead reflect the items that you have collected.

TOP SECRET PASSWORDS · JAN. 1990 · NES · BRODERBUND · ADVENTURE · NINTENDO PLAYER'S GUIDE

zALtRX Q:MPnLA 2enrbl H1z7P!Q

SANDALS & 1 AMBROSIA

These passwords contain confusing characters, particularly the numeral 1 and letter l. Be careful when entering them. Once you're in the game, try to collect the Ambrosias. They'll boost your Life Meter.

3u2Lz7 ØIqxFFa SAFNlr tZlvBnv

. . . PLUS HARP & 2ND AMBROSIA

This password contains two lowercase letter "els" (l). Don't confuse them with the numeral one (1). You'll start out with the Harp, with which you can summon Pegasus.

U6EU2e ZrFmOyp h18Sqw SimIaIg

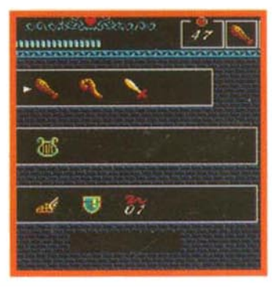
. . . PLUS STAFF OF FENNEL

The Staff of Fennel has greater strength than the club. Once you have the Staff and speak with Prometheus, you can shoot fire from the tip of the Staff.

smxX9p CUeNpJ8 ØcZ3Re gMwCUii

. . . PLUS RED SWORD

The Red Sword is stronger than the Staff of Fennel, but it doesn't shoot flames. Now that you have it, you can fight the Cyclops in the Peloponnes Forest.



zEfS4k fxDoMsj b36Ukz VhNr7bf

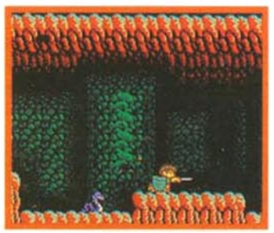
. . . PLUS FLASK, OCARINA & 3rd AMBROSIA

Refill the Flask with Nectar at the Fountain, then use it when you need to replenish your Life Meter. The Ocarina lets you summon the Dolphin to cross the sea and to wake Gaea.

7!9Gu2 zFv622P HNooIv XXDxBPw

. . . PLUS 1st NYMPH & KEY

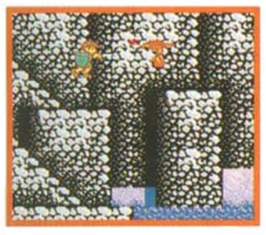
Normally you would have to search for the 1st Nymph in Argolis, but not now that you have the Heart and the Key. Use the Key to open the doors behind which the remaining Nymphs dwell.



63VW8o DVfMoI9 1dY2Yd ZVZfygz

. . . PLUS BLUE SWORD

The Blue Sword is very powerful and fires a bolt of lightning, but it also depletes your Life Meter by half a section unless you have the Bracelet.



qLVHVb UmITjnc UCDOmP u9tLes!

. . . PLUS BRACELET

Now that you have the Bracelet, you can use the Blue Sword without losing any Life Meter sections. Use this weapon in your final battles.

FYgzx1 wCsvHrg Y8HKiT qrwGb3K

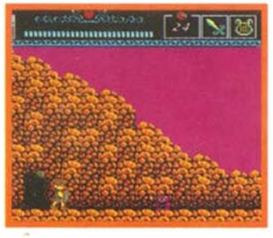
. . . PLUS FIRE SHIELD, 3rd NYMPH

This is the strongest shield, which is normally found with the Witch on Crete. Use it when fighting the final monsters, such as the Cobra.

6!8SQW RjNOmKB 3fmrzC 5WFzØUk

WITH EVERYTHING

In the final battle, you'll go to Tartarus to fight Hades. Use the Moonbeam to reveal Hades' shadow. Once he's hit with the Blue Sword, you'll be able to see him.



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BOXXLE

CRATE-PUSHING PUZZLER

Boxxle has 110 different puzzles to ponder. These passwords take you to the beginning of the levels. Press Up or Down on the Control Pad to scroll through the rooms in each level. Our instructions will get you started in the rooms pictured.

B♠XW

Level 1 Room 10

Push Box 1 over to cover the dot on the lower right. Next, shift Box 4 down to the bottom row. Shove Box 2 left one space then to the right three spaces.

D♠XX

Level 2 Room 10

Move Boxes 1 and 2 right one space, then shove Box 3 down. Push Box 4 right one space, then move 1 back to the left one space. Now slide 5 two spaces and 6 one space left.

G♠XY

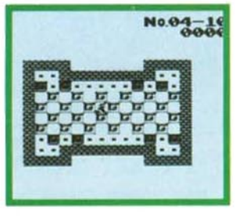
Level 3 Room 10

Push Box 1 right two spaces, Boxes 2 and 3 right one. Walk to the lower left corner, moving Box 4 down as you go. Go beneath 4 and slide it up to make a four-box row, then shove 5 up one and 6 over. Fill the row nearest the opening first.

H♠XZ

Level 4 Room 10

From your starting position, shift the Boxes above you all the way up and the ones below you down. Be careful when you reach the corners. Be sure to slide the dark boxes down into the corners before you block them with other boxes.



J♠X!

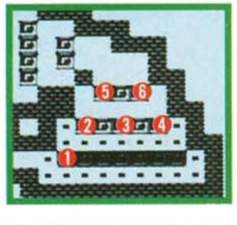
Level 5 Room 10

Shove Box 1 left until it's one space past Box 2. Shift 2 down one, then enter the room on the left. Slide Box 3 down one and move Box 4 up one. Now push 3 and 5 up one space and situate Box 6 against the wall, just above the door.

K♠X?

Level 6 Room 10

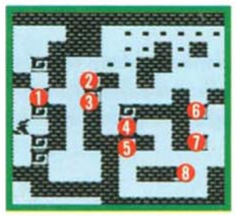
Push Box 1 up two spaces, then fill in the bottom row with the dark Boxes. Next, shove Boxes 2, 3 and 4 up one space and shift the other two Boxes in that row right one space each. Slide 5 and 6 up, then start sliding boxes down.



L♠XØ

Level 7 Room 10

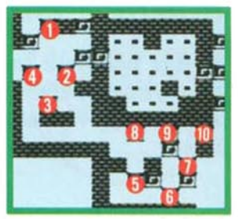
Put Box 1 up by Box 2, then shove Box 3 right three spaces. Slide Box 4 over one, Box 5 down two. Push Box 6 up three, left one, and up one. Put 7 in the space above the lower right dot while you push 8 below 6. Slide 7 back down one.



M♠X1

Level 8 Room 10

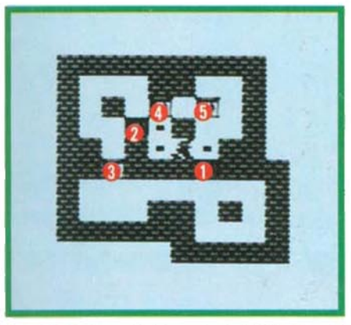
Slide Box 1 down two spaces, Box 2 down one, then shove Box 3 left one. Shift Box 4 up one, then move 3 up one step. Now go to the lower right area and slide 5 down, 6 right to the wall, and 7 left. Move Boxes 8, 9 and 10 left.



N♠X2

Level 9 Room 10

First, slide Box 1 down two spaces. Next, move Box 2 left one space, walk up around the bricks, and shove 2 back to the right one space. Push Box 3 down one space and 4 right one space. Now shift 5 down one and 4 left two spaces.

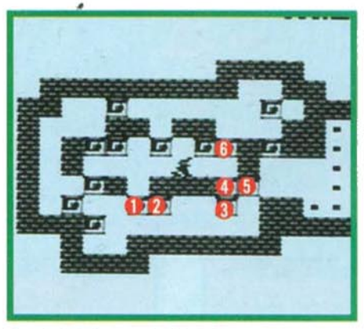


To complete 9-10, move Box 5 up and to the left. Use Boxes 2, 4 and 5 to cover the three dots on the left and maneuver Boxes 1 and 3 around to cover the two dots on the right.

P♠X3

Level 10 Room 10

Press Box 1 down and Box 2 right one space. Push Box 3 over against the wall, then go above to shove Box 4 down one space. Now you can slide Box 5 into position over a dot. Move 3 and 4 onto dots, then push Box 6 up against the wall.

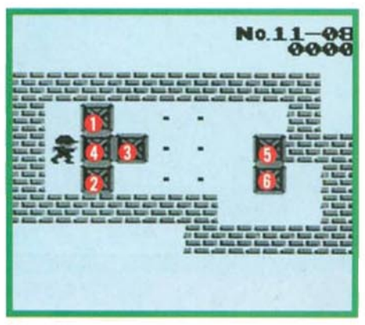


After the initial moves described above, you can move the Boxes from the upper right down onto dots. It's important here that you position the Boxes in the right order.

Q♠HT

Level 11 Room 8

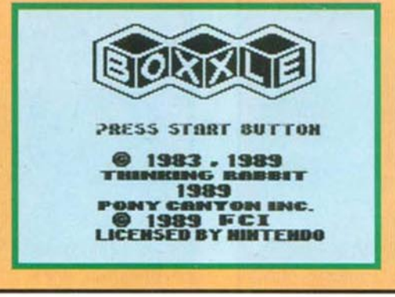
Slide Box 1 onto the dot in the upper right, then push Box 2 onto the lower right dot. Now move Box 3 onto the upper left dot, and place Box 2 back under Box 4. Put Box 6 on the lower right dot then use 5 and 6 to cover the center dots.

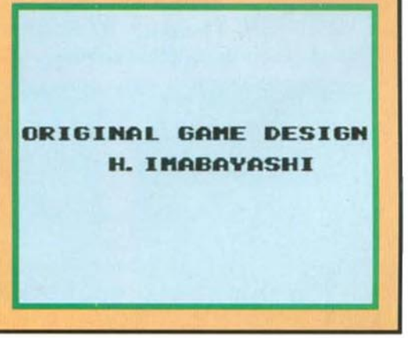


After you complete the steps listed above, you'll be able to side Boxes 2 and 4 onto the dots in the lower row. As quickly as that, you'll complete the game's last level.

ROLL THE CREDITS

To see the credits run, hold the A Button, B Button and Up on the Control Pad while the Title Screen is displayed. After a short pause, the staff names will start to scroll.





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BUBBLE BOBBLE

BUBBLE TROUBLES?

Bubble Bobble is an action puzzle game, with a time limit and lots of enemies to keep you on the move. The stages included here show some of the types of things to look for when solving the puzzles. Explore every stage using the special Stage Select.

BCJJI

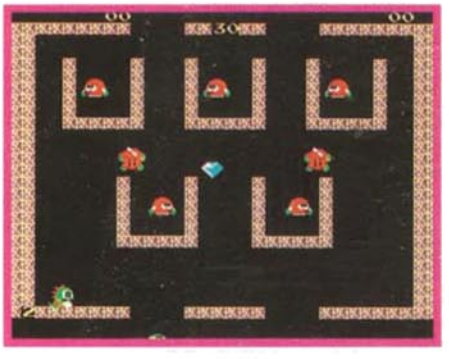
ROUND 11

Many of the rooms seem to have inaccessible areas, but there is always a way to reach these areas. In this case, to reach the top, just drop down through the holes in the floor.

AGJJJ

ROUND 30

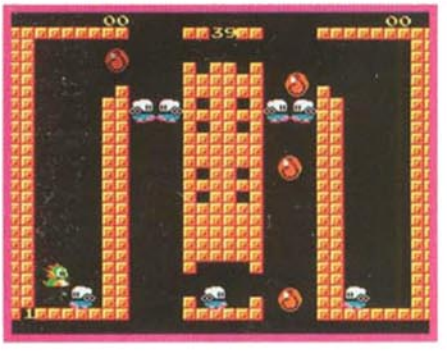
In Round 30 you'll have to drop in from above to bubble-blast the baddies. Always try to grab the special items when they appear, especially the Umbrella Warps.



IABBG

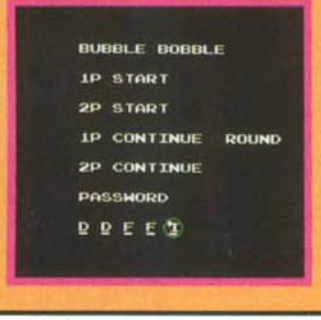
ROUND 39

To escape from this deep well, blow a bubble and hop on to it. Shoot the falling robots from the top of the well, then fall down to reach the right side.



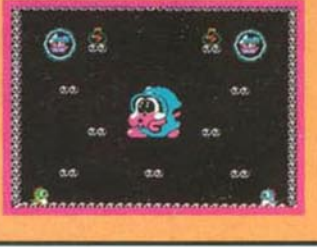
DDFFI: STAGE SELECT

This password lets you choose whatever stage you want, including the final round of Bubble Bobble. First, enter the Stage Select Password (DDFFI) then move the cursor to 1P Continue Round. Use the A and B Buttons to choose the Round you want to play. There are 99 Rounds plus lettered Bonus Rounds to choose from.



HAPPY ENDING

When playing the one-player game, you won't normally get the "Good Ending" even when you complete the game. There is, however, a way to get the "Good Ending." In Room 99, take the Crystal to Room A0. In Room B3, fire at the final enemy until it is covered with a bubble. Instead of popping the bubble, press the Start Button. If you have one life in reserve, the second player will appear. Resume the game, pop the bubble, and you'll get the Happy End! screen.



© 1988 Tait

BUCKY O'HARE

TAKE ON THE TOAD ARMADA

Bucky O'Hare's fellow frog-fighters have been kidnapped by the Toad Armada and have been taken to four faraway planets. By entering the passwords shown below, you can follow Bucky as he saves his friends and closes in on the enemy ship.

5NJZJ

BLINKY COMES BACK

By entering this password, you'll automatically sail past the Green Planet and save Blinky. Your next stop should be the sizzling Red Planet. Watch out! If you touch the pools of lava or killer spikes, you'll be history.

M7K2J

DEADEYE IS SAVED

With the Red Planet conquered, your long lost pal Deadeye will be free to go planet-hopping with you. Move on to the Blue Planet and try not to slip on the ice. Blinky can blast the frozen barriers on the surface.

68L!3

JENNY JOINS IN

Jenny was held captive on the Blue Planet. Now, she's back and ready to help you find Willy on the spacious Yellow Planet. In some sections of this battle, you'll have to hitch a ride on flying frog ships. Good luck.

MRX24

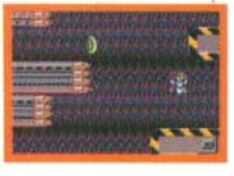
CAPTURED AGAIN

The entire team is back together, but now you're all behind bars. Use Blinky's powerful blaster to break out, then continue your quest for the Toad leaders.

MRW▼L

SALVAGE CHUTE

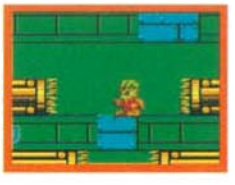
You're out of prison with this password, but still in a heap of trouble. The mutants are mighty tough in the salvage chute of the Toad ship. Try to slip past them.



M!L2X

MAGNA TANKER

This password takes you to the center of a sinister machine. If you make any mistakes, you'll be crushed. Be careful and take it one step at a time.



MRM▼X

ESCAPE!

Hop onto a hoverplant and fly through the last section of the huge Toad ship. Everything moves very quickly here. You'll need perfect reflexes to succeed.

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BURAI FIGHTER

ALONE IN SPACE

Being the toughest commando in the universe isn't easy, especially when it means going alone into an alien fortress. If the going gets tough, as they say in the Burai Space Corps, the tough use passwords. The four passwords below land you in a variety of stages.

DOLL

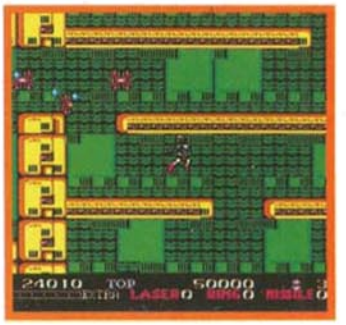
LEVEL 4

You'll scroll right and down in this stage of the fortress, blasting away at the alien creatures that live here. Center yourself in the downward scrolling area and look for Power-Ups in the narrow passages two-thirds of the way down. Dodge forward, then back, to trigger the blocks at the end.

EDEN

LEVEL 5

Although the password is Eden, don't expect paradise. This stage scrolls vertically and horizontally. Look for safe spots where you won't be crushed, and be prepared for super high scrolling speeds. Two guardian characters make things even more exciting.



FACE

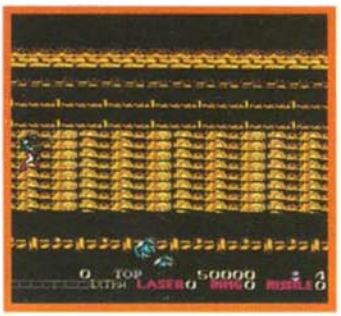
LEVEL 6

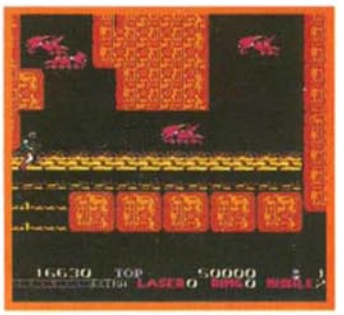
This stage is a wide-open map with the boss character appearing randomly somewhere in the playing field. As you search out the hiding place of the boss, lesser enemies attack constantly. You'll need lightning reflexes to blast the swarms of attackers.

GAME

FINAL LEVEL

The maze would be difficult enough without the enemies and narrow passages, but when you're scrolling forward automatically, it requires fast thinking. Try to pick up the Speed-Ups for maneuvering through the channels and past the robots in the middle.





TM & © 1989 Taxan

BURAI FIGHTER DELUXE

GALAXY CLASS COMBAT

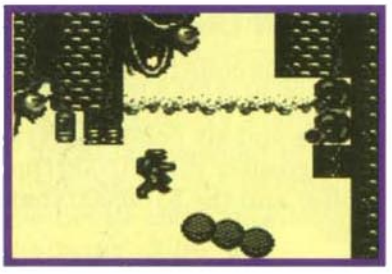
Mastering the control of the Burai Fighter and the aim of the blaster is the trick to this game—even with passwords. It takes practice to feel comfortable with the unusual movement and aiming control. If you plunge in at a higher level before mastering the game, don't expect to get too far.

TOP SECRET PASSWORDS
JAN. 1991
GAME BOY
TAXAN
ACTION
NINTENDO PLAYER'S GUIDE

HGKM

STAGE 2

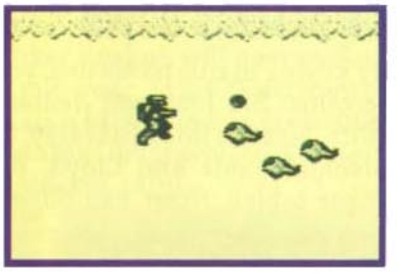
You're in an old space fortress with skulls on the walls. Don't get caught in the corners when the scroll changes. Be on the lookout for Power-Ups.



CPFG

STAGE 3

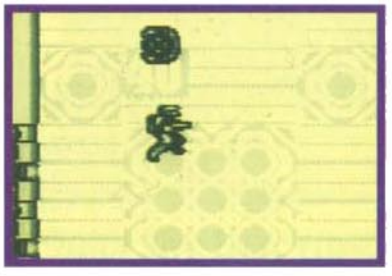
In this stage the chief danger comes from being caught by the automatic scroll of the game. Stay as close to the middle of the screen when possible.



JJCM

STAGE 4

You'll scroll every which way in this high-tech stage. There are plenty of Power-Ups, so try to max out your Power Meter and grab Cobalt Bombs.



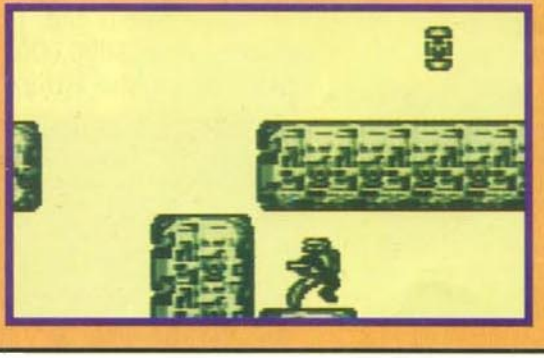
DKLF

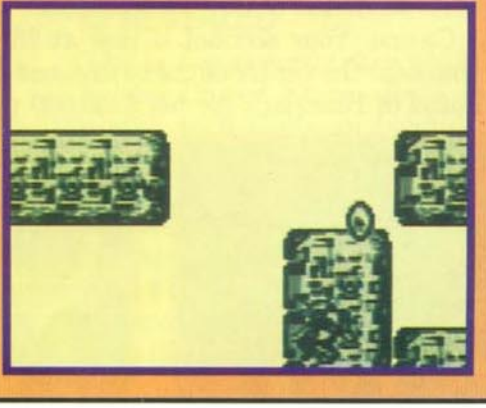
STAGE 5

The aliens will be coming at you from every angle, and fast! You'll have to learn which passages won't end up with your Fighter getting crushed.

WALL WALKING

Near the beginning of Stage 5, the lower route seems to be a dead end where your Fighter will get squashed. It doesn't have to end like that. In the lower left corner, push Down and Left and your Fighter will pass through the wall.





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CASINO KID

BREAK THE CASINO KING'S BANK

Black Jack and Poker are the featured games in this casino tour. Your $500 will continue to grow as you clean out the casino's 16 dealers. Key in the passwords in this review for a big account and a chance to face the Casino King.

QPHAQ PPEAM JGSBE
AGLAQ PPEAM GGJBL

SIX DEALERS DOWN

By keying in this password, you'll step in with a $10,000 account. Six low-level dealers have already called it quits. Next in line are Harry, Stefany and Clyde on the Blackjack side and Lloyd, Whitney and Jack at the Poker tables. Start gambling.

QHGAQ PPEAM GGJBH
EHGAQ PPEAM GUJXW

AN EVEN DOZEN DEFEATED

Key in this code for a whopping $180,000 in your pocket and total victories over 12 dealers: six blackjack experts and six poker players. Now you have the backing to go after the $70,000 that Blackjack dealer Bo has to offer and the $100,000 that Pam brings to her Poker game.

QIFAQ PPEAM GWJII
DNAAQ PPEAM GUJXE

BLACKJACK WITH BRUNO

With Bo and Pam out of the way, you have only two more dealers to defeat before you can meet with the King of the Casino. Your account is now at $350,000. Look for Bruno near the center of the casino and challenge him to a round of Blackjack for his $250,000 purse.

QOGAQ PPEAM GWJXI
FVTAQ PPEAM GUJXG

CINDY AND THE KING AWAIT

There isn't a password that takes you directly to the King of the Casino, but this one comes close. Key in the password and talk to Cindy near the casino entrance. She'll put up $400,000 in a Poker match against your $600,000. Once she's busted, you'll be knocking on the King's door.

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CASINO KID 2

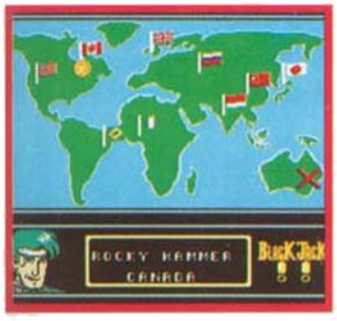
WIN AROUND THE WORLD

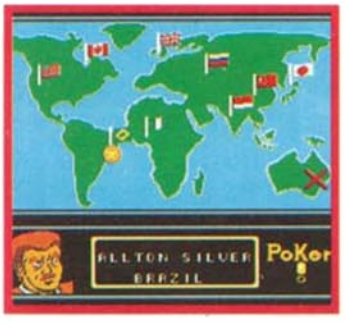
You've been challenged by a mysterious gambling mogul to take on the best Blackjack, Poker and Roulette players in the world. If you can beat these top contenders, you'll meet the mystery man for a final match. Use these passwords for a boost.

5GØGØ ØØC74

ONE IN THE WIN COLUMN

When you key in this password, you'll automatically have a win over Blackjack dealer Jyina Nagule of Australia. Her $100 purse will give you a total of $300. You can use the money to challenge Rocky Hammer of Canada to Blackjack for his $1,000 account or switch games. Poker dealers Allton Silver and Othman Jr., and Roulette wheelers Rie Lenka and Paul'Kieton are ready to test your game-playing skills.



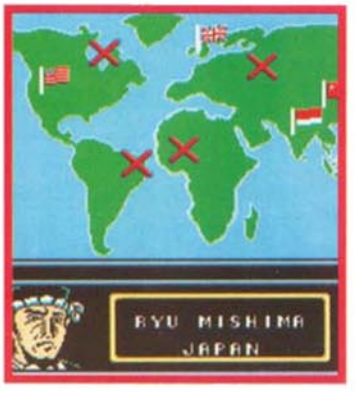


EØQCØ CXCC4

TWO GAMES REMAIN

When you enter EØQCØ CXCC4, all of the Blackjack dealers and two of the Poker dealers will be wiped out. At this point, you can put your $12,400 account up against the $10,000 that Ryu Mishima has accumulated in one last Poker match or travel to China or England for low-level Roulette games.

Ryu Mishima is the only Poker player you haven't bagged yet.



CAHC1 YXFJL

WIN A MINT IN ROULETTE

If your last spin in a Roulette game earns a big payoff, you can take in winnings that are much greater than the Roulette dealer's bankroll. This password gives you $41,570 with one more Roulette game to go. Earn as much money as you possibly can so that you will stand a chance in your face-off with the mystery man who originated this worldwide tournament of gamblers.

CRDV5 YYYGG

THE MYSTERY MAN IS REVEALED

The last password takes you back to the United States for a final match with the man behind the tournament; King Las Vegas. The King will challenge you to $100,000 games of Roulette, Blackjack and Poker. Starting with $154,470 at the beginning of the match, you'll have a chance to take the King's crown.

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CASTLEVANIA II :SIMON'S QUEST

ADVENTURE IN TRANSYLVANIA

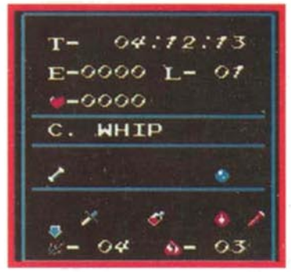
This game is a departure from other Castlevania titles because the emphasis is on finding useful items instead of action. The passwords reflect this. With each password, one or more of the special items you need are added to your list. Check the subscreen to view items.

TOP SECRET PASSWORDS · NOV. 1988 · NES · KONAMI · ADVENTURE · NINTENDO PLAYER'S GUIDE

OFIT M5QX 1P5S QBQA

WITH THE RIB, CHAIN WHIP AND BLUE CRYSTAL

If you already have the Rib, that means you won't have to visit Berkeley Mansion. You'll be able to use the Blue Crystal to cross the river and trade for the Red Crystal in Alba. If you do go to Berkeley Mansion, use the Blue Crystal to reveal the elevator just inside the entrance.



The extra punch of the Chain Whip will come in handy during your travels through the dangerous woods of Transylvania.

SZMH QXE1 5PXW UESE

...PLUS THE HEART

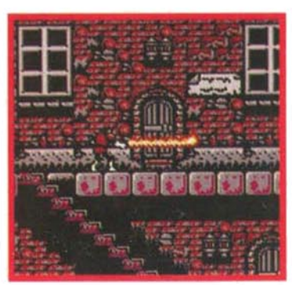
This password gives you the three items you had when using the first password plus Dracula's Heart—one of the essential items in the game. Use the Heart to reach Brahm's Mansion. The Ferryman will find the Heart to be of interest.

Rover (a.k.a. Lauber) Mansion is where Dracula's Heart has been kept. Now that you have it, you won't have to enter that haunted abode.

TIRH DYDZ 4O5V 81B1

...PLUS THE NAIL, FLAME WHIP, AND RED CRYSTAL

Since the Nail is kept in Bodley Mansion, and you now possess it, you won't have to enter that place, or fly up Deborah Cliff to get there. The Flame Whip is a powerful weapon.



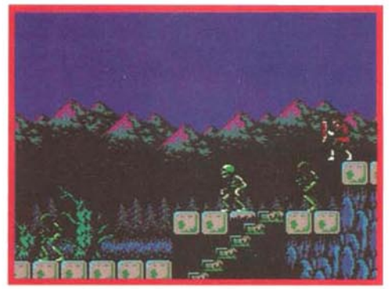
When it comes to thrashing ghouls, nothing beats fire. The Flame Whip is the hottest weapon around.

MLIE WUCW VNKU SCBC

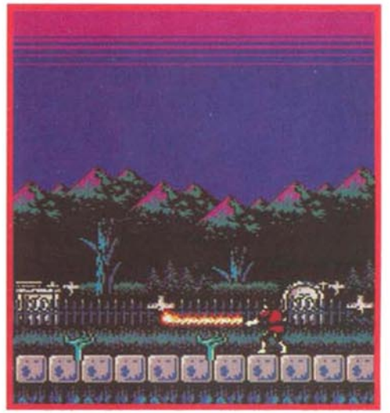
...PLUS THE RING AND CROSS

Laruba Mansion is the resting place of Dracula's evil Ring. If you are playing from the previous password, you'll have to pass through the Joma Marsh, then enter Laruba. Inside, use the Golden Knife against the guardian. You must have the Cross and Ring to gain entrance to Dracula's Castle.

You won't need to waste time in Alba if you use this password. You've already got the Red Crystal.



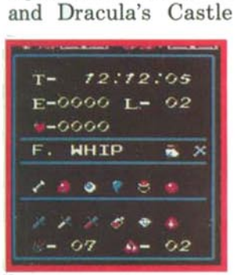
Take the lower route through Sadam Woods to reach the town of Ondol.



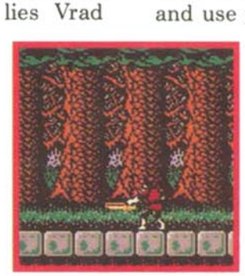
RIG7 NVFX E45V Ø7BT

ALL ITEMS COLLECTED

Once you have collected all the items from the mansions of Transylvania, or after you've used this password (whichever you prefer) you'll be ready for the final leg of the journey. Between you and Dracula's Castle lies Vrad Graveyard. Select the Nail, then Fire Bomb the bridge to reach the silent keep. Be sure to bring a supply of Garlic and use it when fighting the Count. Aim for the head of one of the four Draculas and use your Flame Whip.



Now you have everything you need to meet the final challenge. Make sure you select the Nail when trying to reach Dracula's Castle.

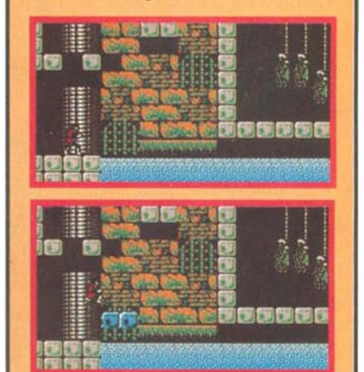


The Golden Dagger can hit an enemy at long range, plus it packs a wallop. Use it before you enter the Castle, but don't bother using it on Dracula.

The Diamond ricochets off solid objects, so it is a good weapon to use in enclosed areas. Don't bother using it outside. Instead, use the Flame Whip.

INVISIBLE ELEVATOR

The elevator platform at the beginning of Berkeley Mansion is invisible unless you select a Crystal.



The elevator platform inside the entrance of Berkeley Mansion is always in position, but it will be invisible unless Simon has a Crystal in hand.

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CASTLEVANIA II :BELMONT'S REVENGE

CASTLEVANIA ON ZERO DOLLARS PER DAY

Castlevania II can be so challenging that the picture passwords shown here may be your best bet for seeing the entire game. Each of these passwords will start you off after a certain number of stages or castles have been completed.

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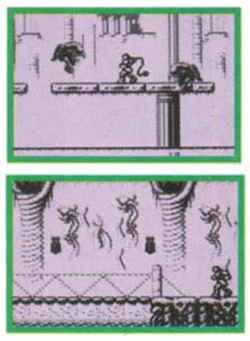
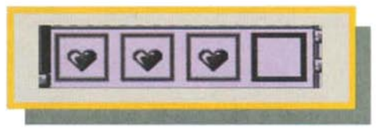
AFTER THE CRYSTAL CASTLE

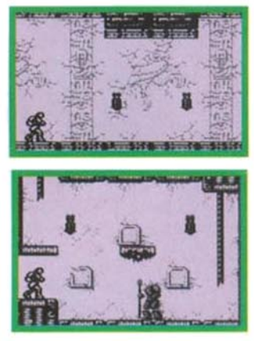
The Crystal Castle is the easiest castle to complete first, but that doesn't mean the stage is easy. Watch your step and watch those spikes! To skip the Crystal Castle, enter the password shown here. The game allows you to enter any of the remaining three castles.





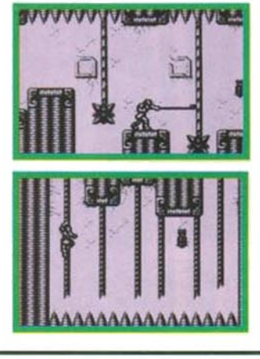
AFTER THE PLANT CASTLE

This password allows you to skip past both the Crystal Castle and Plant Castle. You can choose whether to progress on to the Cloud Castle or Rock Castle. If you begin your game at this point, you'll still have to complete the final two castles before Dracula's Castle will appear.



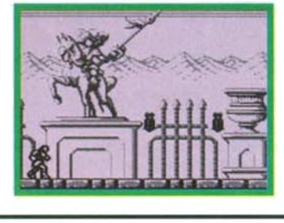
AFTER THE ROCK CASTLE

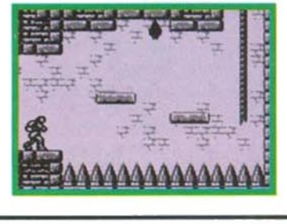
Of the first four castles, only the Cloud Castle remains to be conquered. Inside, you'll find spiked balls that drop from the ceiling and pulleys that raise you to higher levels. Quick and accurate jumping are essential. Two bony dragon heads guard the final stage of the castle.



DRACULA'S CASTLE

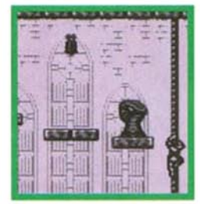
After all four castles have been closed, Dracula's Castle rises out of the earth. The first part of the house that Drac built features moving platforms and spikes. Dodge the Reaper's boomerang sickle and jump to the spikes with caution.



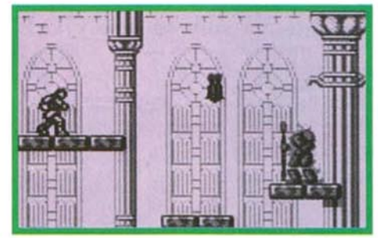


STAGE 2

The second part of Dracula's Castle has more Reapers, Ravens, and Spitters, just to name a few of the enemies you'll encounter here. You'll have to make use of all your skills, including jumping from ropes and fighting on narrow, moving platforms. If you pass through this area alive, Dracula is just ahead.



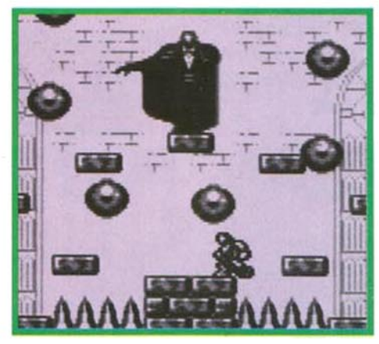
Attack the Spitters from the rope and do it quickly or spores will soon fill the room, making it difficult for you to reach the exit.



The Knight at the beginning of this stage is easy to defeat. Just stand on the right edge of the closest platform and use your whip.

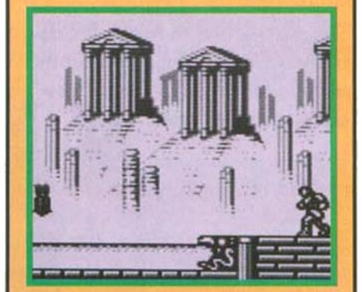
DRACULA

Dracula is surrounded by rotating eyeballs. Keep moving to avoid them while positioning yourself to hit Dracula.



TEN MAN PASSWORD

Enter two Candles and two Hearts to begin the game with ten lives.

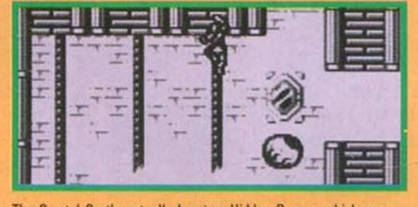


With the Ten Man Password (Candle, Candle, Heart, Heart) you can begin in any of the four castles.

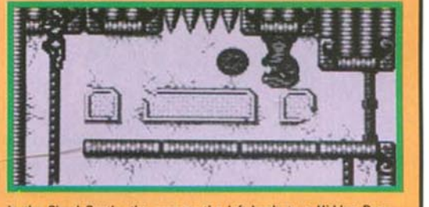
You can choose a Sound Test by entering in four Hearts on the password screen.

HIDDEN ROOMS

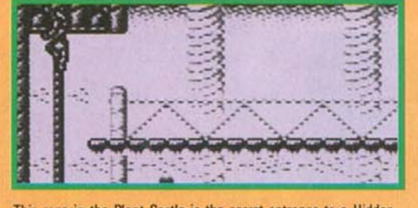
In each of the first four castles you can discover Hidden Rooms where valuable items are kept. Look for the areas shown in the photos, then climb up the rope straight into the ceiling. Inside, you'll find Hearts, Crystals and weapons. In the Crystal Castle, two of the ropes shown lead to two separate Hidden Rooms.



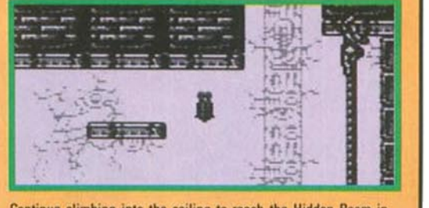
The Crystal Castle actually has two Hidden Rooms, which you can enter by climbing these ropes.



In the Cloud Castle, the rope on the left leads to a Hidden Room. Watch out for the Spitter.



This rope in the Plant Castle is the secret entrance to a Hidden Room.



Continue climbing into the ceiling to reach the Hidden Room in the Rock Castle.

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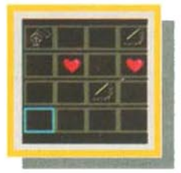
CASTLEVANIA III : DRACULA'S CURSE

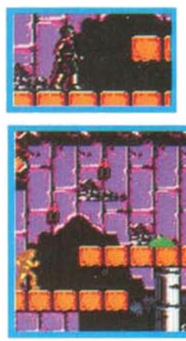
A TOUR THROUGH TRANSYLVANIA

The password to terror leads you through Transylvania. If that is the path you wish to tread, enter the picture passwords shown in the photos below with the character name, HELP ME. Once you enter the stage, be sure to note which spirit helper accompanies you.



STAGE 3-01

This Route takes you through a haunted wood inhabited by giant owls. Move slowly so that only one owl attacks at a time. Later on you'll meet the Cyclops. Use the left platform to evade his heavy-handed hammer attack or move between the two platforms, attacking from each one.

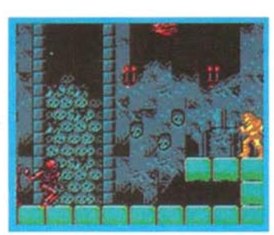


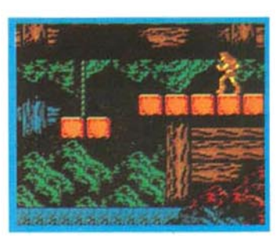
STAGE 5-06

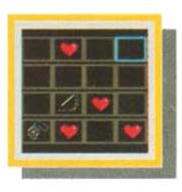
The Mummies in this level toss white Bandages through the air. Your best bet is to grab the Holy Water near the beginning of the area and burn the Mummies. At the end you'll have a choice of going to Route 9 or 10.

STAGE 6-01

Frankenstein waits for you at the end of this stage, but to reach him you'll have to dodge bats and fishmen, hop aboard floating platforms and defeat red skeletons. Be sure to hit all the candles, especially before meeting Frankie.







STAGE 7-01

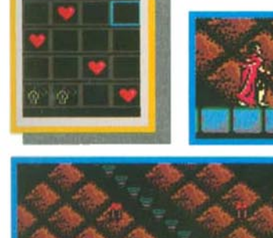
Grab the Axe at the beginning of this long stage. Ahead you'll meet the Mummy, the Cyclops, and the Leviathan. In places you'll have to wait for acid drops to open up new routes. You can find 1-Ups in two other places.

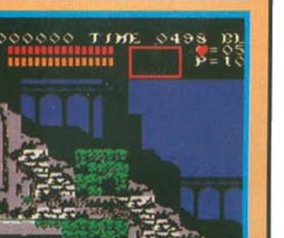
STAGE 8-01

In the lower halls of the castle you'll find ghouls and knights, spiders and skeletons, and that's all in the first area. Collect the Double Shot just below the top floor, then use it against the Grim Reaper at the end.

SYPHA A-01

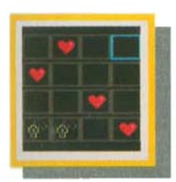
Get yourself geared-up for an interesting tour through time. The giant gears provide a precarious perch. Swinging pendulums are even more perilous, but you must pass them all. Sypha will be your guide with this password.





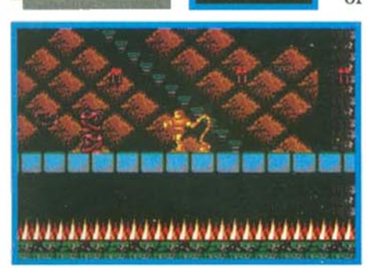
GRANT A-01

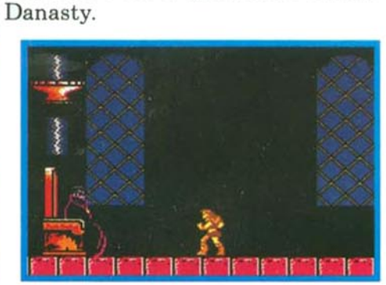
If you'd rather have the company of ex-pirate, Grant Danasty, enter this password. By starting at the beginning of Stage A-01, you'll have an easier time getting through the gears and pendulums.



ALUCARD-A-01

Use this password if you want Alucard to join you at the beginning of the end. The long range of his attack can be very useful, but he is less agile than Belmont or Danasty.





TEN MAN CODE

When starting a new game, enter the name HELP ME. You'll begin with ten lives. Make sure you leave a space between the words.

Begin the game with ten men to give yourself an advantage.

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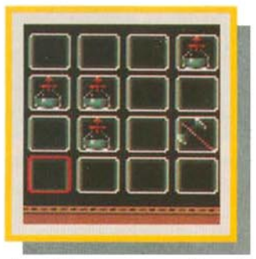
SUPER CASTLEVANIA IV

BUMMING WITH THE BELMONTS

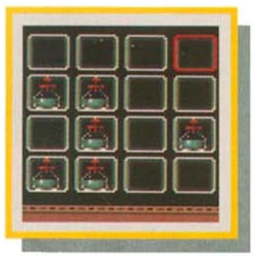
TOP SECRET PASSWORDS · DEC. 1991 · SUPER NES · KONAMI · ACTION · NINTENDO PLAYER'S GUIDE

So, you want to hang out with that fun-loving Belmont clan on their latest and greatest drive to stamp out involuntary blood donorism. Good for you. Grab some garlic and the pictured passwords to make the journey easier. Leave the player name blank.



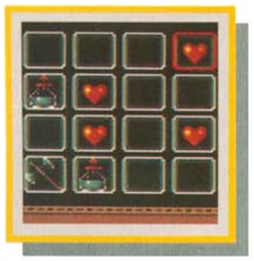
STAGE 4

In the middle of this stage is a revolving room. Jump and whip the ring in the center of the room, then dangle as the room turns. Drop onto the platform and whip the Medusa heads, then dangle again. The room will spin once more and a bridge will appear.



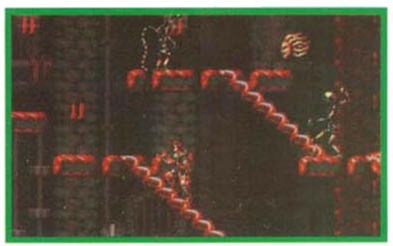
STAGE 8

Dracula's dungeon is one of the creepiest places in Transylvania, and that's saying something. Traps of all sorts are set to snag the unwary, and an assortment of fiends like the Bone Dragons lie in wait. At the end is a reanimated gentleman who answers to the name, Frank.

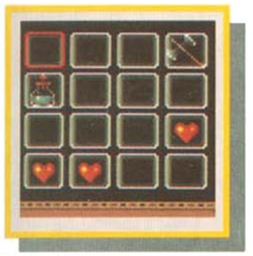


STAGE A

The spinning gears of the clock tower are enough to make anyone call time out. One missed step may result in your hero greasing the wheel in a very unpleasant manner. The Mummy at the top isn't difficult to beat. Mount your attack from the left ledge and the middle of the clock.



Look for opportunities where you can attack an enemy from below in complete safety.



FINAL STAGE

Stage B is the finale, but it is divided into two major areas. First you'll have to reach the last tower, then race ahead of a giant wheel. After a dangerous climb, you'll find three boss characters who are itching for a fight. The second part is Dracula's chamber, the final battle, and the end of the game.

You'll have to fight your way past the skeletons and many other dangers to reach the three guardians high in the castle.

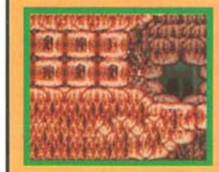
The Dinosaur Knight has a predictable pattern. Learn it and live!

The Gargoyle, the second of Drac's guardian fiends, has a jumping, swooping attack. Attack it when it's in the air.

The Reaper is vulnerable from an angled attack. Just remember to dodge the sickles or destroy them with your Whip.

HIDDEN AREAS

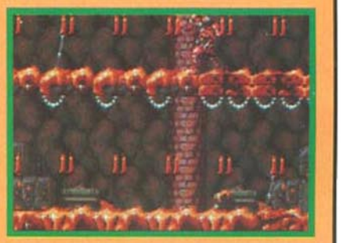
Always keep on the lookout for secrets. Hidden Rooms can make the difference between a successful outing and the premature loss of a precious Belmont life. The Whip is the key to discovery. Whip everything.



In Stage 3-1, look for this double row of blocks. It opens the way to treasure.

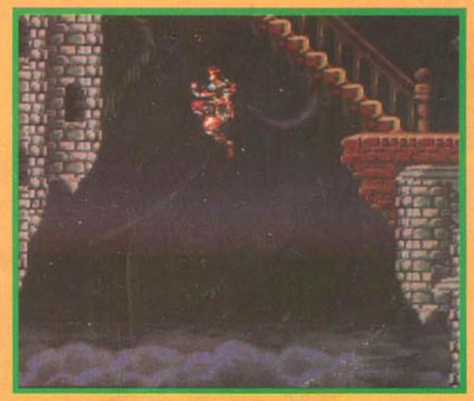
Whip down on this section of floor in Stage 6-2 to open up a second treasure room.

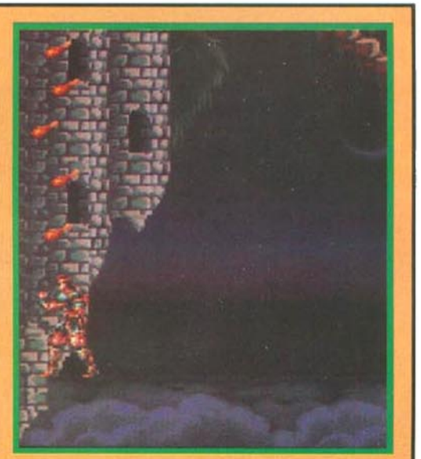
This room in 9-2 holds much wealth. Look elsewhere for even more Hidden Rooms.



PREPARING FOR DRACULA

Before facing the Prince of Darkness, you should think about getting Powered-Up. Fortunately for you, the game provides the perfect solution. Jump onto an invisible platform as shown and fill up on Power-Ups at the far left. Now you'll be ready to deal with Drac.





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DAEDALIAN OPUS

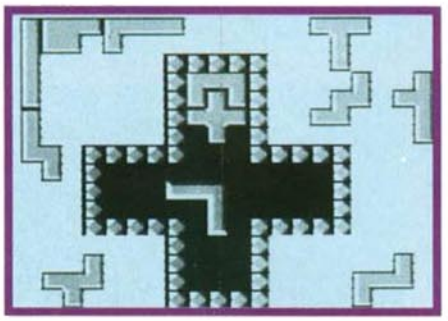
AN AMAZING GAME

No less puzzling than the labyrinth that Greek mythological figure Daedalus was imprisoned in, Daedalian Opus has you putting together pieces to fill in the shapes outlined. The shapes start out as simple outlines but they become increasingly complex in short order.

EAST

LEVEL 27

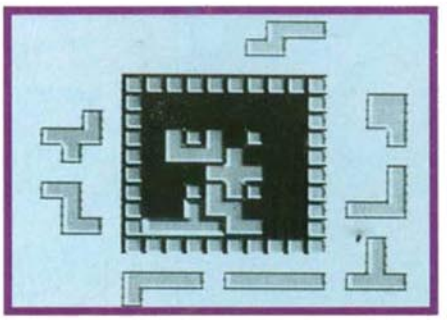
The shape you fill in Level 27 is a simple cross. When you start, there is a cross piece in the center of the shape, but it doesn't have to stay there.



CLUB

LEVEL 30

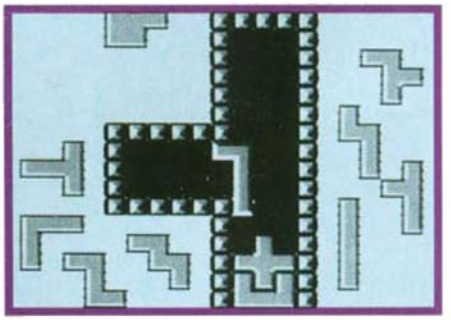
The four small squares inside the box in Level 30 are fixed, so you can't move them. You'll have to build around them using the shapes provided.



WOOD

LEVEL 32

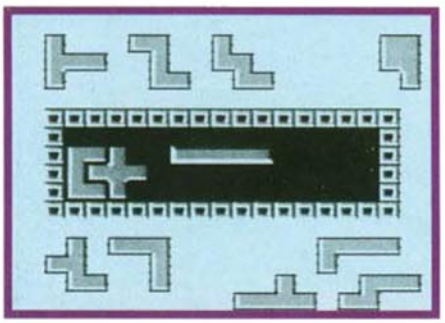
Begin solving Level 32 by putting the cross piece one space from the top, then flip the "C" piece so it faces down and wrap it around the cross.



BASS

LEVEL 33

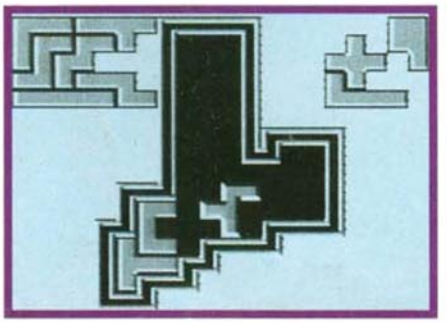
A simple rectangle, right? First flip the "C" piece so it faces left and place it in the upper right corner, then fit the cross piece into it.



STAR

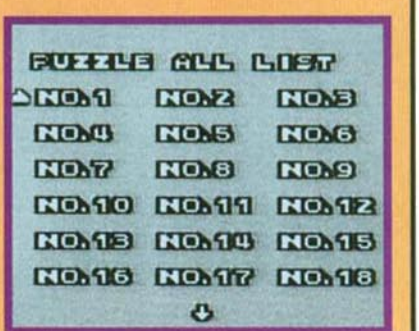
LEVEL 35

The shape you fill in Level 35 looks complicated . . . and it is. Begin by placing the "T" piece on its side at the top. Put "C" just below it.



LEVEL SELECT

If you enter "Zeal" as your password, you'll see a list of all levels in the game. You can then select whichever stage you want to start with.



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DICK TRACY

CALLING DICK TRACY... CALLING DICK TRACY!

A crime wave is sweeping through the city and everyone's favorite detective is hot on the heels of Big Boy Caprice. Tracy knows that Big Boy is behind the crime wave, but he hasn't been able to put enough evidence together to nab the master criminal. Using the passwords, you can easily solve the series of crimes which lead up to Big Boy's arrest.

2Ø7 119 Ø6Ø

CASE 2: TORCHSONG TALE

The owner of a torched nightclub at 4th & I says Lips Manlis did it. Tracy has to prove it. Get a clue while at the nightclub. Go to the boiler room basement at 2nd & F to find an empty camera with the initial "B" engraved on it. Breathless Mahoney??? Go outside and pursue the blue car. Shoot it until it spins out and stops. Interrogate the driver. Now go to the 7th & I Photo Shop to complete your search for evidence. Submit the evidence to the police. Locate and arrest Lips Manlis for the crime. Good work, Tracy!

164 ØØ3 2Ø1

CASE 3: A BANG-UP JOB

Detective Sam Catchem received a letter bomb. From your mugshots you can see that Pruneface is an explosives expert. Go to 7th & E to interrogate him. Now go to 5th & C to get a clue. Find and interrogate Itchy. He didn't do it, but he gives Tracy a tip. Check your mugshots for a guy with no face, The Blank. Go to the Club at 7th & A to get another clue. When you exit the Club, a blue car will take off. Chase and shoot it. Interrogate the driver. Go to 7th & D for yet another clue. Tracy will arrive at the 5th & G Library to find out who last checked out the book on explosives. Flattop did it. Arrest him!

Ø36 224 136

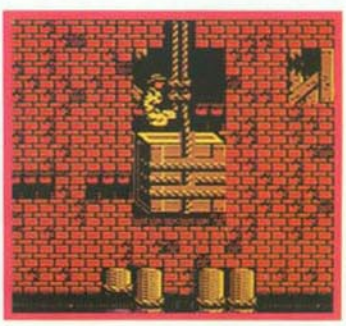
CASE 4: THE KIDNAP CAPER

A diplomat heard a foghorn during his kidnapping! This clue leads Tracy to the Pier at 9th & J. Check your mugshots. Influence, a crooked hypnotist, seems a likely candidate for interrogation. Tracy will find him at the 3rd & J Apartments. Go to the 1st & C Barber Shop to get a clue. When Tracy exits he should chase the blue car, stop it and chat with the driver. Talk to Brow at the 5th & J Nightclub. Tracy sets off to the Auto Shop at 2nd & C and will find an important clue. This leads him to 6th & C to get yet another clue. All of the clues combined point at Brow as the culprit. Arrest him!

ØØ7 215 Ø47

CASE 5: BANKS A LOT

The Bank at 8th & C has been knocked off by masked gunmen! Tracy hustles off to the crime scene and finds a clue: a matchbook from the 9th & I Pier. Go to the Pier to get a clue about some empty money bags. When Tracy leaves the Pier he will give chase to a blue car. The driver will talk. Check out Rodent at the 1st & I Nightclub. Head off to the Garage at 3rd & H to get a clue. Go back to the Bank to get another clue. This about wraps it up. It looks as if Big Boy Caprice has finally made a wrong move. Big Boy's place, Club Ritz, is where you'll find him. Put him behind bars, Tracy!



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DICK TRACY

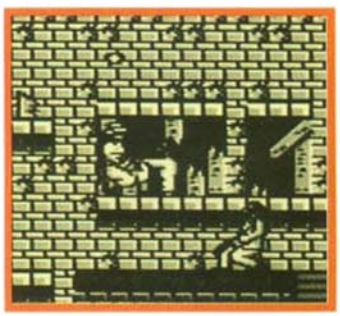
BIG BOY ESCAPES!

For some reason, Big Boy Caprice has checked out of prison early. Not so co-incidentally enough, the city is now engulfed in one of the largest crime sprees it has ever seen. Ace detective Dick Tracy is called into action to take out Big Boy. Using the passwords provided, you should be able to help Tracy accomplish this difficult task.

4 9 7 3 Ø

STAGE 2

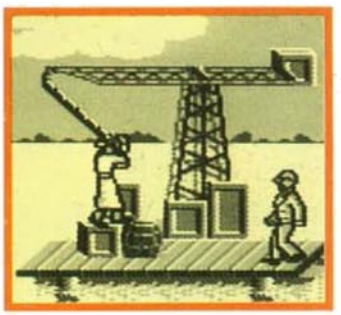
A good rule of thumb is to punch everything! Items and Weapons can be found in boxes, file cabinets, pipes, etc. Collect all 12 puzzle pieces to go to a Bonus Round at the end of the stage. The picture you'll try to unscramble is Big Boy carrying money bags away from a safe.

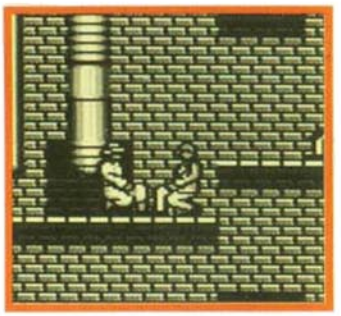


6 4 6 Ø 8

STAGE 3

There are 5 Puzzle Pieces in Section 3-1 and 7 in 3-2. The Bonus Round photo shows Tess on the left and Flattop on the right. Pruneface is the boss of Stage 3. He's always moving and uses offending tear gas effectively. Stay clear of the gas and move in quickly when it's clear.

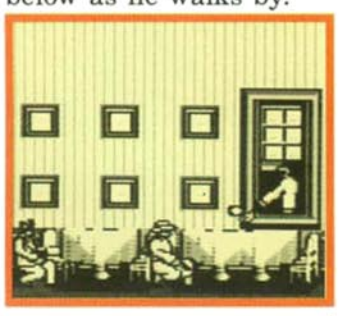


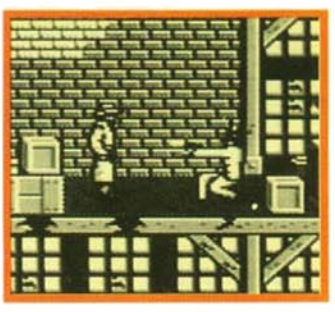


5 9 7 1 5

STAGE 4

The Bonus Round photo shows Tess on the left and Big Boy on the right holding a sign which reads "Hi Tracy." Deal with Flattop at the end of Stage 4. When he stops firing his gun, jump up and grab a weapon to use against him or stand on a box and punch him from below as he walks by.

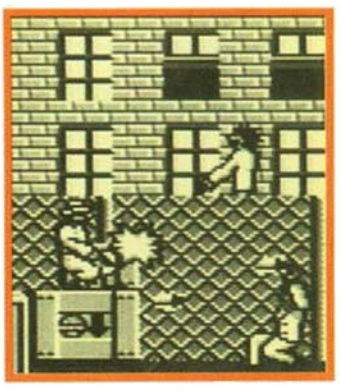




5 6 1 1 5

STAGE 5

There are no puzzle pieces to pick up in Stage 5, just a lot of enemies to deal with in Sections 5-1, 5-2 and 5-3. Big Boy, the final boss, is difficult. He throws tires, uses a tommy gun and tear gas and fights you in hand-to-hand combat. Go, Tracy!



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DRAGONSTRIKE

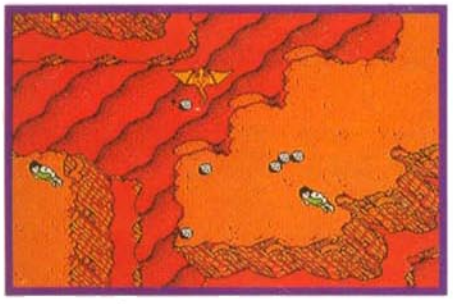
OF MAN AND MYTHS

Flying dragons is easy, but flying them in battle and winning is another story. Each of the areas of DragonStrike requires its own special strategy. Use the chart below to test out your fighting strategies with the different dragons in each area. Eventually, you will hit a winning combination!

FKHMMR

VOLCANIC/ BRONZE DRAGON

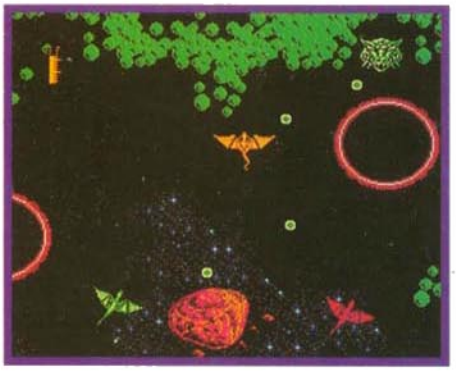
The blistering heat of the Volcanic region won't damage your flying mount, but the many enemies here can, and will take aim at your dragon. Spend a turn or two learning where the danger points are, then zero in on them and destroy them early. Being unprepared is the easiest way to lose your dragon.



FKHMRM

ASTRAL PLANE/ BRONZE DRAGON

The Astral Plane is a strange region of space where evil dragons of many hues dwell. Your only advantage is knowing how they fight, for you are greatly outnumbered. The obstacles, like floating rocks, are also unfamiliar to terrestrial riders.



FKHMPQ

ABYSS/ BRONZE DRAGON

The Queen of Darkness waits in the abyss at the end of the game. The maze of chains requires quick, right-angle maneuvering. There is little room for mistakes or miscalculations. Again, you must face the many breeds or clans of dragons.

ALL STAGES/ ALL DRAGONS

Each of the good dragons that you can use has its own special skills and attacks. The Bronze dragon is fast and has excellent armor, but its Breath Weapons are weak and its health is only fair. The Silver Dragon is very fast with good weapons, armor, and health. The Gold Dragon has excellent weapons and health, but it is slow and has little armor protection.

LEVEL	SILVER	GOLD	BRONZE
LEVEL 2	*PLPKMK*	*KHVJMG*	*FKHHMF*
LEVEL 3	*PLPKRF*	*KHVNRD*	*FMHMRB*
LEVEL 4	*PLPKFG*	*KHVNFH*	*FKHMFD*
LEVEL 5	*PLPKKB*	*KHVNKC*	*FKHMKJ*
LEVEL 6	*PLPKDK*	*KHVNDJ*	*FMHMDG*
LEVEL 7	*PLPHJK*	*MLLHJF*	*FMHMJB*
LEVEL 8	*PLPHSH*	*KHVNSB*	*FMHMSD*
LEVEL 9	*PLPHGD*	*MXVNGJ*	*FMHMGH*
LEVEL 10	*PLPHLJ*	*KHVHLG*	*FMHMLC*
LEVEL 11	*PLPHVG*	*KHVHVJ*	*FMHMVF*
LEVEL 12	*PLPHMT*	*KHVHMR*	*FKHMMR*
ASTRAL PLANE	*PLPHRP*	*KHVHRM*	*FKHMRM*
ABYSS	*PLPHPS*	*KHVHPQ*	*FKHMPQ*

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FAXANADU

THE MAGIC OF THE WORLD TREE

These passwords are your passports to the five towns of the World Tree, where the forces of the Underworld have seized control. Once the source of shelter and life-giving water, the World Tree no longer sustains your town. You must restore its power.

aLf?cv?,IJNJjMFukpYQhA

DARTMOOR

The only town in the Evil Place, Dartmoor is home to a deadly dragon, which you must defeat in order to get the Dragonslayer Sword. Next, talk to the Guru to get the Demon's Ring that lets you enter the Evil One's Fortress.

B4qMAPtkCEAYxzwhA

FOREPAW

In Forepaw, you learn that, if you can find and revive the three springs, you'll restore the town's water supply. If you're successful, you'll also get the Ring of Ruby, which lets you enter the mystic World of Mist.

zKPcAvt1iEQoFzwhAxjA

MASCON

Although you don't need it to finish the game, you can recover the Pendant from the Tower of Suffer near Mascon, which is your first destination in the World of Mist. You must use a Queen Key to open the Pendant room door.

Raz8MvuØCIUKLhsHwgWEA

VICTIM

Journey to the Tower near Victim to recover the Black Onyx, which lets you continue your quest. Take the Onyx to the man in the door next to the door marked with an Ace. He'll give you the key that opens the Ace door.

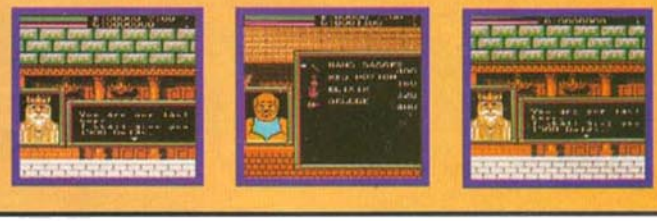
DL7,cv2ØSoWOx2XIbBL4PhA

DAYBREAK

The door to the right of Daybreak is now open. Through the door you will find Dartmoor and the Evil Place, where you must find the Dragon Sword and the Demon Ring before fighting the final boss.

EXTRA ALLOWANCE

In the beginning, the King gives you 1500 coins. If you revisit him with coins, he won't give you any more. If you return dead broke, though, you'll get 1500 more coins.



© 1988 Hudson S

FORTIFIED ZONE

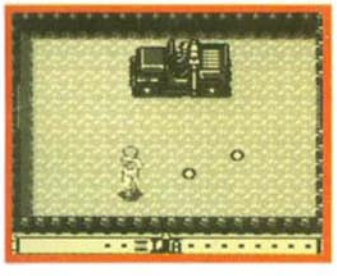
A TRUE TEST OF COMBAT SKILLS

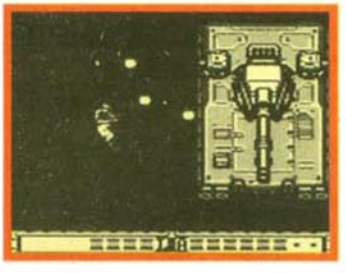
You'll be very thankful to have the following passwords when attempting to play and complete Fortified Zone. This is an aptly-named game because it's crammed full of difficult areas which are heavily fortified with enemy troops. Help Masato Kanzaki and Mizuki Makimura accomplish their mission.

3 3 7 5

LEVEL 2

Masato can shoot his weapon rapidly. Mizuki can only shoot two bullets at a time, but she's faster of foot and has jumping ability. Switch between the two depending on the situation. A giant tank awaits the duo at the end of Level 2.





1 6 8 1

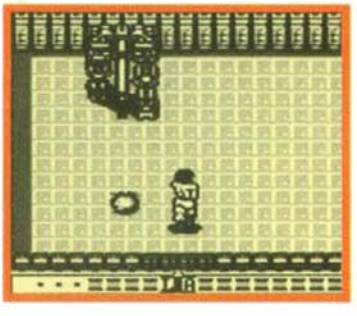
LEVEL 3

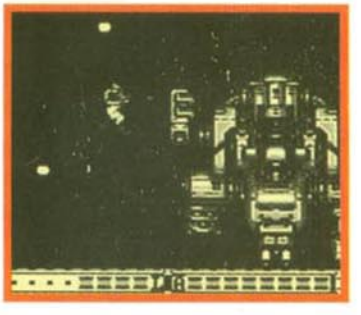
Shoot everything. You have an unlimited supply of ammunition, but a limited supply of life. A crab-like mini-boss will provide a decent challenge in Level 3, but it's the Dragon boss that will give you the most headaches.

1 1 2 2

LEVEL 4

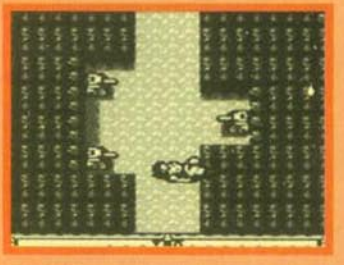
Mechanical droids are everywhere. It seems almost impossible to get anywhere without getting hit. That's where these passwords come in handy. Battle on through the Fortified Zone!

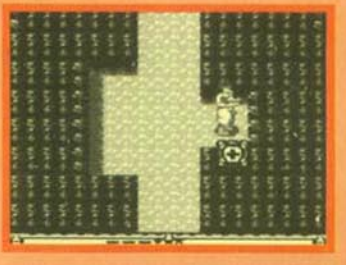




RESUSCITATION

If Masato takes too many hits, Mizuki will have to take over the fight and vice versa. If one of them happens to uncover an Energy Recovery item, stand very close to it, but don't get it. Press the Select Button to go to the subscreen and choose the other player. When the fallen player appears on the screen, he or she will automatically take and use the item. It's automatic resuscitation!





Uh, oh! Masato took one too many hits and is slain! However, Mizuki was lucky enough to uncover an Energy Recovery item. Masato can now be brought back to life.

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GARGOYLE'S QUEST

FLY WITH FIREBRAND

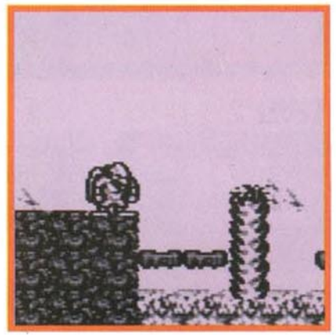
The vast world of the Ghoul Realm can take many hours to explore for even the most experienced game player. Use the passwords listed below to skip ahead to advanced areas of the Realm and help Firebrand defeat his most challenging enemies.

TOP SECRET PASSWORDS · JULY 1990 · GAME BOY · CAPCOM · ADVENTURE · NINTENDO PLAYER'S GUIDE

MUPP-JMHW

BARONE JARK TAKES THE STICK

The first town that you'll come across is Jarkton. Many of the villagers will ask you for the Gremlin Stick. When you enter this password, you will have the Stick, along with two Talismans and enough Vials to purchase another Talisman. Go to Barone Jark and use the Gremlin Stick in his presence. He will tell you of troubles in Darkoan and give you the Candle of the Poltergeist.

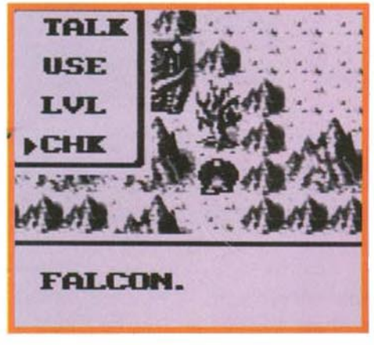


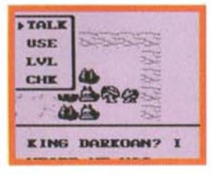
Once you've collected the Candle of the Poltergeist, leave Jarkton and make your way across the Fire River to other sections of the Ghoul Realm.

BIF8-BRAZ

A GARGOYLE IN GURION TOWN

The second password stop in the Ghoul Realm is Gurion Town. The villagers of this small village will clue you in on the location of the palace of Darkoan and give you advice for your continuing travels. When you enter this password you'll begin with eight Talismans and four Vials. If you collect four more Vials, you can purchase another Talisman. This is the last town that you'll visit where Talismans cost only eight Vials.

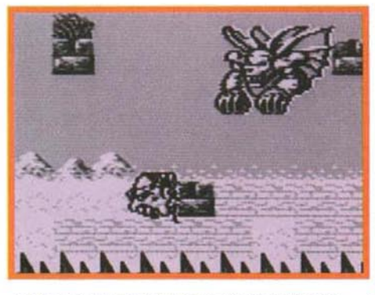




HWTL-9OAZ

CANNIBALS INVADE EKUZOSU VILLAGE

The inhabitants of Ekuzosu Village, the third password stop, will threaten to eat you if you don't leave. Since you'll already have the Wings of the Falcon (along with eight Talismans and seven Vials), there's no need to spend any more time here. Leave the village and head northeast. After several enemy encounters, you will reach the Valley of Flame. You can use the power of the Wings to cross this great expanse.

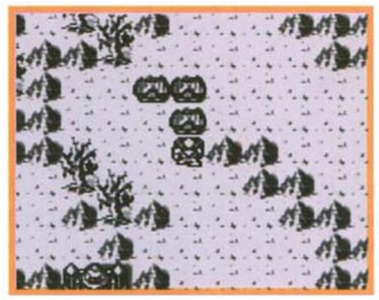


You'll experience many dangerous episodes in the area surrounding Ekuzosu Village.

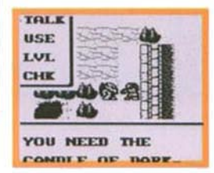
GJ7Q-KLVO

TAKE A BREAK IN BUREIDO

When you enter the fourth password stop on your journey, the village of Bureido, you'll hear a great deal about the Candle of Darkness located in a sand maze to the east. Talk to the villagers for clues about this item, then travel southeast to Bymon Village. With five Talismans in your possession, you should easily survive the journey to this next town.



The villagers of Bureido will tell you stories of the Candle of Darkness.

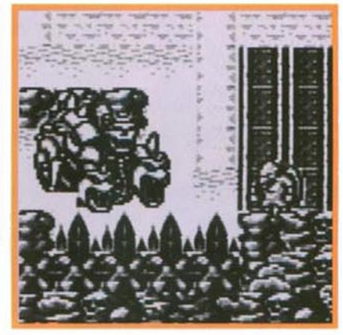


FWGG-57CY

SEARCH FOR THE CANDLE

Barone Bymon of Bymon Village will challenge you to enter the Desert of Destitution and retrieve the Candle of Darkness. By entering this password, you'll begin with four Talismans and 11 Vials. If you collect a total of 32 Vials, you'll be able to purchase another Talisman in the town.

You'll experience many challenging battles in the desert. Try to collect as many Vials as you can, so that you can purchase 1-Ups in the form of Talismans.

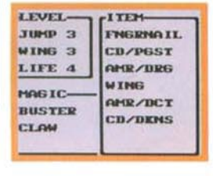


N5AQ-9RZF

RETURN TO BYMON

Following the fight in the Desert of Destitution, you'll return to Bymon with the Candle of Darkness. With this password, you'll also have the Power Claw, a single Talisman and 26 Vials. Go to the throne room of Barone Bymon and look for a secret passage which leads to the southeastern section of the Ghoul Realm.

Barone Bymon will tell you of a secret passage in his throne room.



SWXE-CBFJ

REST IN RUSHIFELL VILLAGE

Rushifell Village, on the east side of the River of Fire, is the last place in your adventure to log a password. The password SWXE-CBFJ allows you to begin on the final leg of your journey with seven Talismans and 29 Vials. If you can scare up three more Vials, you'll be able to purchase another Talisman for your battles with Rushifell and Breager.

After you spend time in Rushifell Village, you'll depart for a long final fight against the evil leaders of the Ghoul Realm.

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GARGOYLE'S QUEST II

FIREBRAND FACES A NEW ADVENTURE

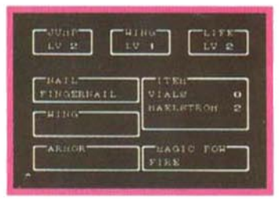
The King of Destruction is waging war on the Ghoul Realm. Only the fearless gargoyle, Firebrand, has the power to restore peace to the land. Key in the passwords shown in this review to skip ahead to any point in Firebrand's long journey.

TOP SECRET PASSWORDS · OCT. 1992 · NES · CAPCOM · ADVENTURE · NINTENDO PLAYER'S GUIDE

00400041-6021002

JOURNEY TO GIBEA

Your home village of Etruria has been struck by a mysterious black light. You have now crossed the firebridge to Gibea in order to track down the source of the light. Talk to the villagers for important information.

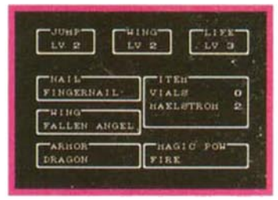


The Spectre's Fingernail has increased your ability to jump long distances.

40404061-7152017

HECTATE HELPS OUT

The Night Drop was hidden in the Hinom Woods. By taking this mysterious stone to Hectate in the Gaza Cave, you have earned the Candle of Darkness and the Angel's Wings. Move on to the Sittem Desert and search for the Gremlin stick.

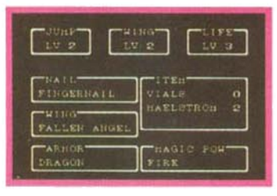


The Angel's Wings have increased your Wing power for extra hang time.

40504061-7202117

SAVE KING BARR

Now that you have the Gremlin Stick, you can revive King Barr of Gibea. Use the stick in the presence of the King. He will reward you with extra Life power and blast the rocks that block the path to the Palace of the Ghoul Realm King.

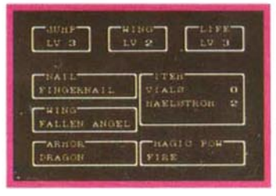


Use your new powers to cross the expanse to the King's Palace.

51615153-8303428

CURSE OF THE KING'S PALACE

The power of the black light has sent the villagers of the King's Palace into a deep trance. Be prepared for a fight when you approach the throne room in search of a way to lift the trance.

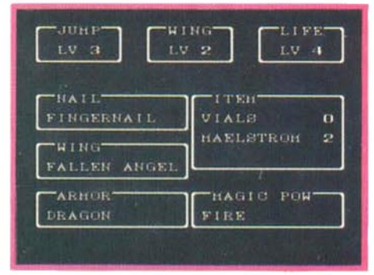


Your travels take you to the Palace of the King of the Ghoul Realm.

51645273-8334428

GAIN POWER THROUGH THE ESSENCE

An evil creature has been masquerading as the King of the Ghoul Realm. By defeating this beast, you have lifted the curse of the village. Now the inhabitants may speak freely and give you important information. You have also earned more Life power through the essence of the Ghoul Realm. Leave the castle and search the vicinity for clues and tools.

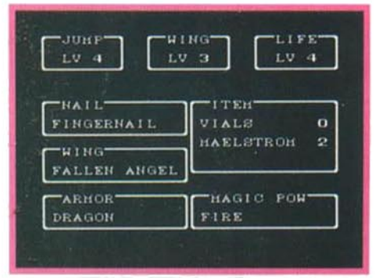


Search the area around the King's Palace for the Candle of the Poltergeist and the components of the Essence of the Soulstream.

55645604-8344438

SEARCH FOR THE SOULSTREAM

Now that you have the Candle of the Poltergeist from Imaus Palace, you can jump higher than ever before. Your new mission is to search for the components of the Essence of Soulstream. You'll find Achelon's Water in a cave to the northeast and Dagon's Scales in the desert south of Topete. Once you have these items, take them to the lab in the King's Palace.



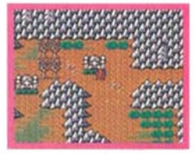
While you're looking for the Soulstream components, you can earn Vials by defeating low level enemies.

69798955-9465549

A MEETING WITH LETHE

Your adventures take you to Lethe's Castle where you'll earn Lethe's Candle and learn the true identity of the King of Destruction. From here, you should travel along Naga's Path to the village of Loosekeep. Rushifell and Verona of Loosekeep will touch your candle with their magic and reward you with special items.

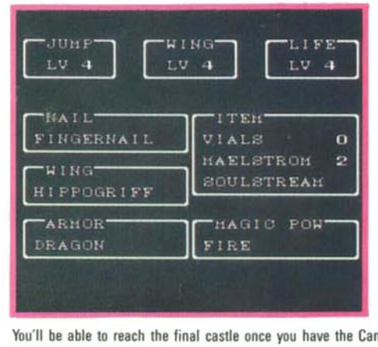
Go to Loosekeep from Lethe's Castle and talk to the Kings of the village for info and items.



69797945-9505559

THE FINAL APPROACH

Rushifell and Verona gave you the Magic Claw and Hippogriff's Feather. The new items give you full power. You'll also have the Candle of the Ghoul Realm. Leave Lethe's Castle and use the candle while standing close to the large rock in the east. The rock will disappear, allowing you to march on to the final castle to take on the King of Destruction.



You'll be able to reach the final castle once you have the Candle of the Ghoul Realm.

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G. I. JOE

COBRA COMMANDER MUST FALL

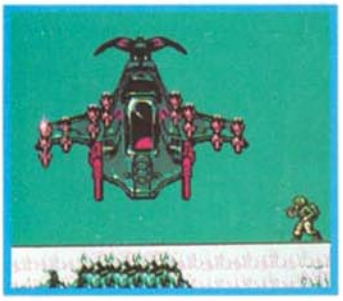
The best strategy when playing G.I. Joe is to make a map. However, because we've provided you with the passwords, you can skip around to various missions and become familiar with the mission's as you choose. This game has a ton of enemies and is very difficult to complete. Serious action gamers will have a blast with this one! Don't fail the mission!

TOP SECRET PASSWORDS
JAN. 1991
NES
TAXAN
ACTION
NINTENDO PLAYER'S GUIDE

6 3 6 9 N 5 X G 6

MISSION 2: THE ARCTIC

Blizzard should take along Grid Iron and anyone else on the Antarctica mission. Metalhead, the arctic boss, will fire a barrage of weapons. Avoid the shots. Attack hand-to-hand with Blizzard or use Grid Iron's grenades.



3 Z D 3 9 R 5 X 9

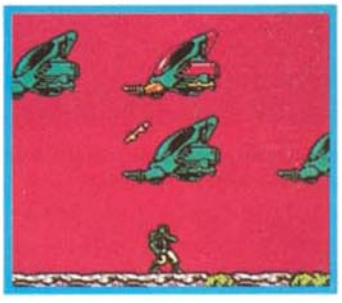
MISSION 3: THE SEWERS

Snake Eyes should grab Grid Iron and Rock 'N Roll for his journey into the underworld. Don't get trapped at the top of the screen! Because of his high jumping ability, use Snake Eyes to battle Overlord and Dictator.

9 Z D 3 Z N Ø X F

MISSION 4: THE BLACK HILLS

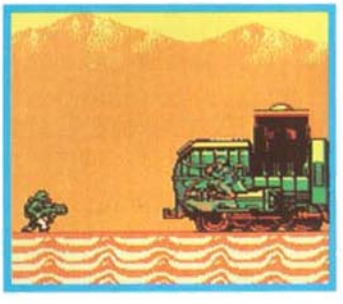
Grid Iron should take along Snakes Eyes and Rock 'N Roll for this uphill battle. Use your ability to scale walls to surprise enemies. When you arrive at Voltar, fire at him and jump over him using the upper ledge.



5 3 6 9 N 5 V G 2

MISSION 5: THE SAHARA DESERT

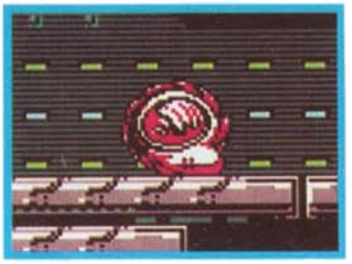
General Hawk has been kidnapped and taken to the Sahara Desert. Rock 'N Roll must select two other Joes to accompany him to the barren wasteland. Take out Destro at the end. This is a very difficult mission!



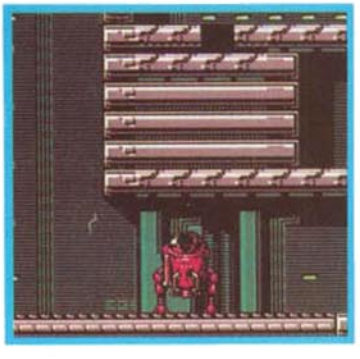
5 Z D 3 N N 5 X 5

MISSION 6: THE COBRA H.Q.

As you might expect, Cobra Commander's base is heavily guarded. Gen. Hawk has his work cut out for him on this, the all-important mission. Snake Eyes is very good at infiltrating the base. When you arrive at Cobra Commander's control center, use Grid Iron to soften him up and then switch to Gen. Hawk to finish him off.



The Cobra Pogo at right is slow, but jumps high. It's a tough vehicle and features a multi-directional cannon.



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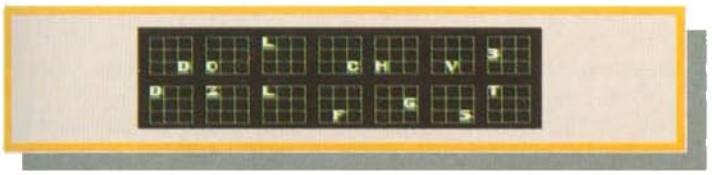
G.I. JOE: THE ATLANTIS FACTOR

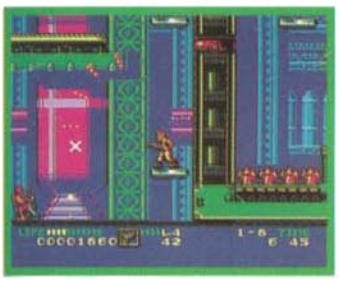
STRIKING BACK AT COBRA COMMANDER

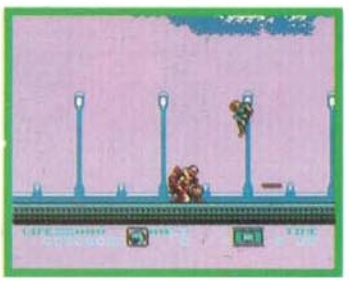
The G.I. Joe team has launched their second NES assault against Cobra Commander. The team had very little forewarning from Capcom about Cobra's resurgence, but as always, they were prepared to go in and do battle with all guns blazing. Build your Joe team with these passwords.

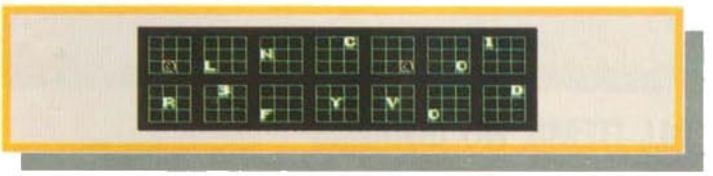


BRING ALONG A WET SUIT

Wet Suit is a very valuable addition to the G.I. Joe team. He has the ability to go underwater and fight there. If Gen. Hawk tires, use Wet Suit to place time bombs or to fight against the Laser Trooper boss.

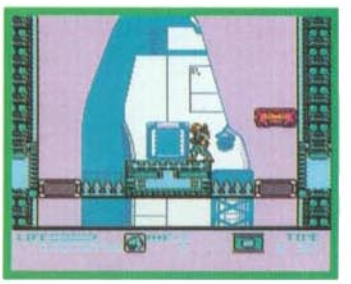


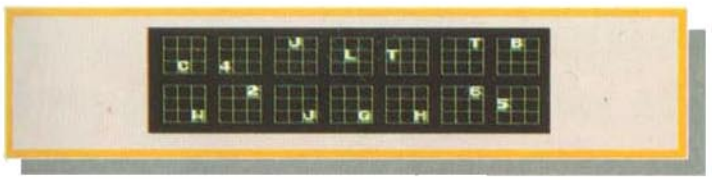




DUKE AND STORM SHADOW JOIN

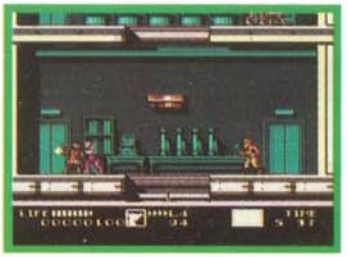
Now you're really starting to build a powerful weapons and tactics team! You'll need all the help you can get when fighting the likes of Firefly who is in his lair inside the control center of the towering Space Shuttle.

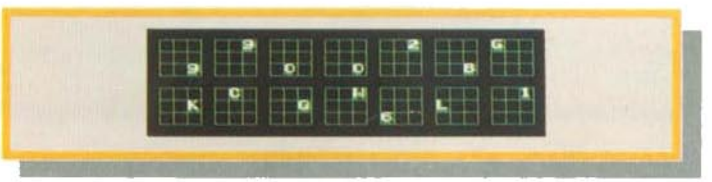




KEEP BUILDING YOUR TEAM

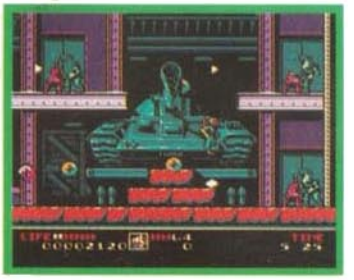
The Joe team is nearing completion, but the action just keeps getting more intense. There are a lot of Laser Troopers in Cobra's Research Lab. Help Gen. Hawk and the others get a remedy to revive their comrade, Snake Eyes.





WELCOME, SNAKE EYES

This is it! Cobra Commander's Base. As you might expect, it is heavily protected, but your 6-member Joe team is now complete. Be sure to call upon Gung-Ho, Spirit and Big Bear when needed. They are lifesavers.



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THE GOONIES II

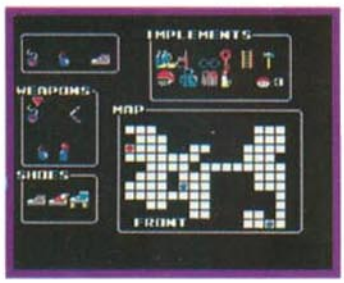
A HOUSE OF ADVENTURE

The Goonies have gotten themselves into a mess by wandering into the hideout of the notorious Fratelli Gang. The cave under the house is a huge maze with warp zones and many secrets. The passwords here start you off either with the items you need or the Goonies, who must otherwise be rescued.

H4O N4← → '7R 3 ' ' E

ALL ITEMS, NO GOONIES

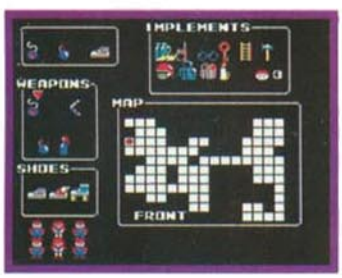
This is the password to use if you want to cut down the time needed to play the game. You'll have all the items necessary to reach the six Goonies, but you'll still have to find them. You'll also have to deal with the Fratelli Gang members when they show up, and you must find Annie the Mermaid.



K'O N248 4SR "OOS

ALL ITEMS, ALL GOONIES

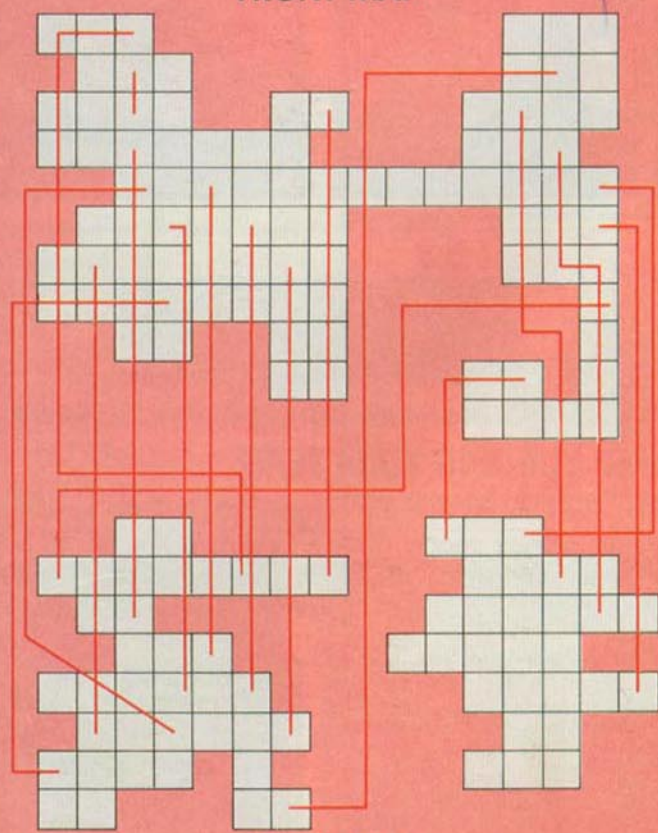
This password puts you at virtually the end of the game. You must still find Annie the Mermaid and fend off the attacks of the Fratelli Gang. You have all the necessary tools. It's just a matter of unlocking Annie's prison cell.



WARP MAPS

Most players find the Warp Zones are the toughest part of the game to master. The maps below show how the Warp Zones will take Mikey from one area to another, on both the front and back maps. If you have all the items, you'll be able to deal with whatever enemies or conditions you meet in the rooms to which you warp. Compare these maps to the maps in the game. The Tranceiver allows you to pin-point where your Goonie pals are being held captive. Now it's just a matter of getting there.

FRONT MAP



BACK MAP

TM & © 1987 Kona

GREMLINS 2

GOING PLACES WITH GIZMO

The easygoing Mogwai, Gizmo, has spawned a horde of Gremlins who are taking over high tech Clamp Centre. By entering the passwords listed below, you can help Gizmo get rid of the Gremlins in the most critical sections of the building.

CGMW

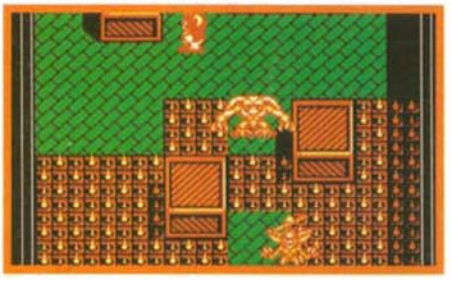
STAGE 2-2

After a battle in the building's air-cooling system, Gizmo has found himself out of the ducts and in the basement. There are Gremlins all over the place. Use fireballs to clear them away.

NJTD

STAGE 3-1

One of the first areas of the building affected by the Gremlin invasion was television station CATV. It's up to you and Gizmo to pull the plug on those broadcasting bullies with a paper clip attack.



ZFPJ

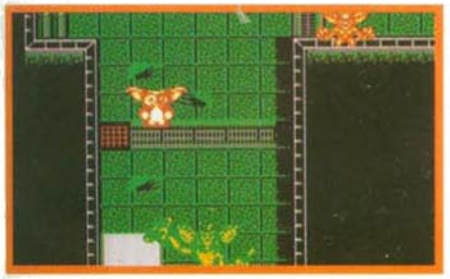
STAGE 3-2

Conveyor belts and fiery floor panels make this section of the station a real challenge. Once you've survived the obstacles, you'll take on the evil Electric Gremlin. Pelt him with paper clips.

SHMC

STAGE 4-1

The Clamp Centre Genetics Lab is where all of the nastiest Gremlins hang out. It's also packed with pitfalls and electric panels. Watch your step and fight off the Gremlins with a makeshift bow and arrows.



VLBB

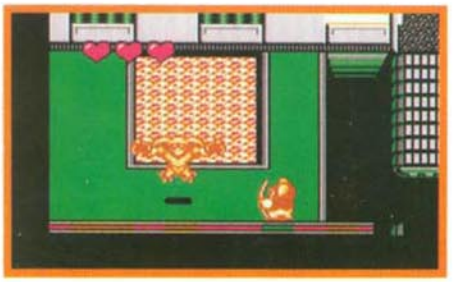
STAGE 4-2

Your tour through the Genetics Lab continues in this stage. Besides the usual Gremlins-a-plenty, you should look out for fire pits. You'll meet Mohawk at the end if you don't get scorched along the way.

NXRD

STAGE 5-1

The last stage is a race through the building's control center. By navigating the obstacles of this area and beating the boss Gremlin at the end, you can take care of the remaining monsters in one fell swoop.



© 1990 Sunsoft

GUARDIAN LEGEND

ABOVE AND BEYOND THE CALL

Prepare for out-of-this-world travel with the Guardian Legend. Once used as a base for scientific research, space station Naju now hurtles towards Earth at a terrifying rate. These passwords will take you and the Guardian inside the ship.

TOP SECRET PASSWORDS
APRIL 1989
NES
BRODERBUND
ADVENTURE
NINTENDO PLAYER'S GUIDE

BcvH a8EH 7QRE Z2RF
ARwF SARS bIEA AiMB

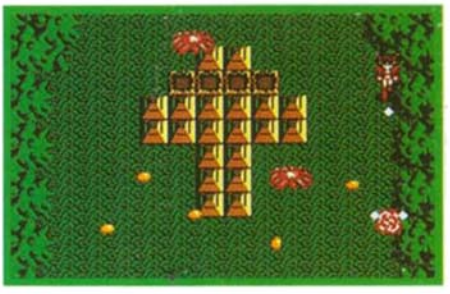
TO AREA 1

This password puts you at the beginning of Area 1 with one key and several items, including Multibullets and the Saber Laser. Battle the guard at coordinates X4, Y11 with a normal weapon to get the Fireball. Use Fireballs on the guard at X0, Y6 and pick up a Red Lander, which raises your maximum Chip Power.

flLQ AVgP 3J6N 5UvO
pNGL wADU xtEN 2hjJ

TO AREA 3

Replenish your energy at the Down Arrow before you begin the big battle at X6, Y20. Use any Power 2 weapon. When you defeat your foe, pick up extra Shield Power and move on to fight the corridor boss at X5, Y20.



AyxW eeh? ANG8 eCGi
xMf? CgYA G4R! jm2e

TO AREAS 6 AND 7

Begin with Shield Power at five and Chip Maximum at 1600 using this password. In Area 6, look for the first boss at X18, Y13. When you reach Area 7, look for the Enemy Erasers at X17, Y23.

AE8s gBot 1f8R Kd2I
Nm9T 8ETe aR4! KoZI

TO AREA 8

Enter Area 8 with a ready arsenal using this password. With a Chip Max of 2400, you'll be ready for the first boss at X12, Y17. Be sure to pick up extra Enemy Erasers at X14, Y20.

Ø73z !lN4 dLaZ g1qK
jfbØ Xpur Y5e7 bD?B

TO AREA 9

Only the strongest Guardians will survive Area 9. Start with the maximum Chip capacity possible, 4000, and Shield Power at 7 using this password. Battle the guard at X5, Y3 to get the Wave Attack and increase your Gun Attack Power by beating the bad guy at X2, Y0. Fight on to complete the mission.

TAKE A SHORTCUT

For a high-flying challenge, you can bypass the first quest and start a secret second quest by entering "TGL" as your password. It will take you to regions that look the same, but this time they'll be even tougher. It includes all of the flying sequences without the labyrinths in between.

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THE IMMORTAL

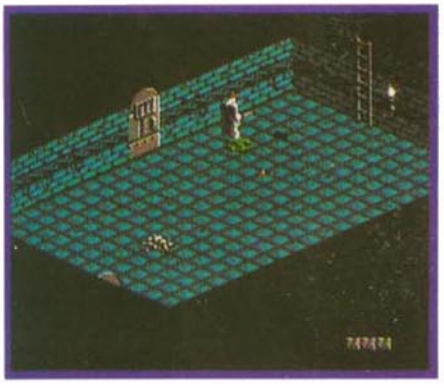
THE SOURCE OF SORCERY

The Labyrinth of Eternity goes on and on through countless dangers. Use these passwords to explore the depths at your leisure, or to skip ahead in your quest to discover the whereabouts of your teacher, Mordamir, and the dragon who threatens all.

x31Øy1ØØØ6y9Ø

STAGE 2

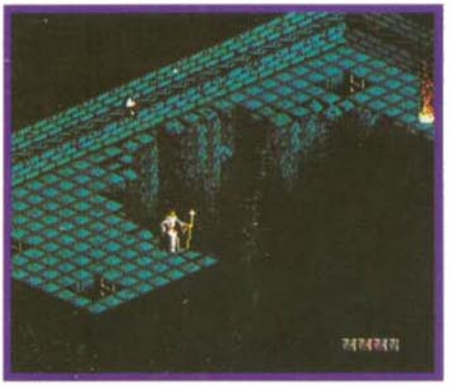
To pass beyond the 2nd Level, you must defeat the Goblin King. Use the Spores in your attack, then use three Red Gems to unlock the exit. Look for the gem-sized indentations in the floor.



tt5xx21ØØØx1Ø

STAGE 3

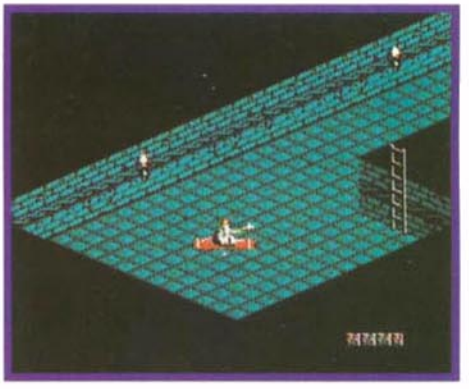
Here on the 3rd Level you'll find that you have wandered into the middle of a war between the Trolls and Goblins. To get past the Goblin Guard, slip on the Protean Ring. Then use the Ritual Knife to confuse the Troll Guards.



9t3yx31ØØ1x6Ø

STAGE 4

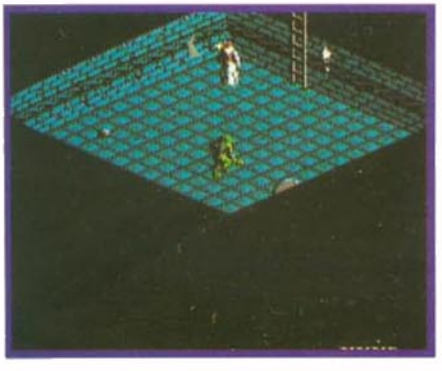
Master the skill of flying a Magic Carpet on the 4th Level, but fly with caution as it is an unpredictable mode of transport. You'll exit the level by taking the words of Ana to heart. Run three rings around the triangle design.



777x843ØØØt6Ø

STAGE 5

Now that you are working with the Goblins, you may think you have it made. No such luck. Watch your step in the perilous Room of Worms where you must use the Worm Sensor. Later, use the Bait on the door to enlist the help of the hatched dragonling.



5ssØv67ØØØryØ

STAGE 6

Can you escape the horror that lives in the dark water, the Norlac? Listen closely for musical clues that indicate when the monster is near. Perhaps the way to destroy the Norlac lies in the whirlpool.

v131y77ØØ38yØ

STAGE 7

In the final stage of The Immortal, you must seek out the dragon and destroy it. Use the Blink Spell to dodge its hot fires. You should have the Statue Spell, Amulet, Gold, Fire Protection Spell and Magnetic Hands Spell if you hope to win.

© 1990 Will Harvey

IRONSWORD WIZARDS & WARRIORS II

KUROS HAS THE POWER TO SAVE SINDARIN

The land of Sindarin has fallen under tough times again. Malkil the wizard is making a mess of things. Kuros has tangled with Malkil before, but this time it should be a lot easier. It's not because Kuros is stronger or has learned to use new magic spells. It's because he has the passwords! The Wind, Water, Earth and Fire Elementals must be destroyed!

X H J R H T W G R Q Z T

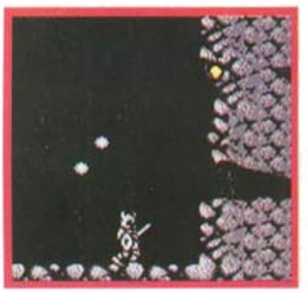
WATER STAGE

Kuros will need to find the Blightwater Spell. Find a secret passage in the lower right part of the underwater region to find the chest which holds the spell. When you reach the Water Elemental, stand next to it and fire away with your Magic Power.

R G J R N G M M N M Q R

EARTH STAGE

It's very hard to avoid the Bats which constantly fly around in this area. Kuros needs to have the Earth-scorch Spell to defeat the Earth Elemental. It's located in a chest in the lower right part of the area. Hit the Earth Elemental in the mouth.



Q X Z M Q Z L R R G G Z

ICEFIRE MOUNTAIN

The slippery surface of Icefire Mountain makes it difficult to get around. Buy the Diamond Shield, Diamond Helmet and find the Seven League Boots before journeying to the top of the mountain to do battle with the Four Elementals.

T X X M N Z G R R B K W

FOUR ELEMENTALS

When taking on the Four Elementals, activate the protective Silver Fleece which you should have picked up in the Water Stage. Kuros can take on all four Elementals at once, but should drop down a few levels if he wants to take them on one at a time.

ADDED LIVES

Ironsword's password feature saves both the position of the player and the number of extra lives in reserve. If you only have one life in reserve when you get your password, change the fifth character to an "J" and you will have two when you begin again.

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KICKLE CUBICLE

DOOMED TO THE DEEP FREEZE

Break out the parka and journey to the fast-frozen Fantasy Kingdom. Iced over as a result of a chilling spell cast by the wicked Wizard King, the kingdom hopes that Kickle can thaw things out. Hop a password to one of the land's many regions.

gMgP GICG

KILLER CHICKEN

Garden Land is guarded by a giant killer chicken called Koke. For his first action sequence, Kickle goes toe-to-toe with the big bird, who throws king-sized cubes. The ice cubes break into four pieces when they hit the ground, and Kickle can clean Koke's clock by chucking the pieces right back at him.

XDXI EKBY

CLOWN PRINCE

Piro is the clown prince of Fruit Land, and he's no laughing matter. He rolls big beach balls at Kickle and, like Koke's ice cubes, they break into four pieces. Fire them back and watch for him to somersault at Kickle. You can't hurt him while he's rolling, but when he stops, paste him from the side.

ELGh hHBh

SHELL GAME

Kapan is a king-sized turtle who promises to punish Kickle. When he tosses turtle shells, they break into pieces that Kickle can hurl back. He also has an aggressive spin attack. You can wait for him to stop and avoid him as he spins around the room or you can try to stop the spin by shelling him.

JVYD GKAe

TOY LAND

The Wizard King is hiding somewhere in Toy Land, so take off the kid gloves—recess is over. The enemies here are nothing to toy with. The Shades—Kickle's sinister alter egos—show up for the first time here. They share Kickle's ability to freeze enemies, so keep your temperature up by avoiding them.

LYSe bFBa

BIG BUCKET HEAD

The Wizard King may look silly, but he's deadly serious. He throws a big, blue sphere that Kickle can freeze and use against him. When he jumps, watch his shadow to see where he'll land—you don't want to be underneath him when he touches down. Six hits and he'll kick the bucket.

FbgJ IYAX

KICK ON!

So you took on the Wizard King and came out victorious, and you think it's time for a well-deserved rest, right? Think again. It's really time to take on 30 more rooms, each more challenging than the last. Noggles, Hammers, Gales and more await Kickle's return. C'mon, Kickle, kick some cube.

TM & © 1990 Irem America Corp.

KID ICARUS

A GUIDE TO ANGEL LAND

You might expect an adventure in a place called Angel Land to be rather tame. That's not the case with Kid Icarus. If you're having a tough time, try one of the following passwords to skip you ahead to the next stage. Stages 1-4, 2-4 and 3-4 are Stage End Forts.

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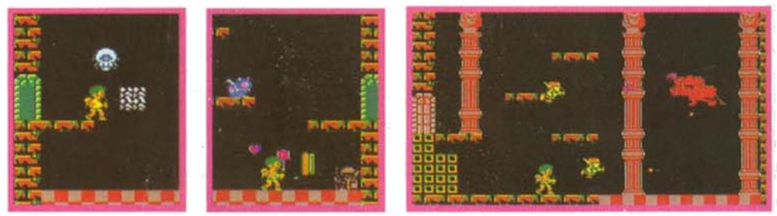
ØØØØeu 6Øj7ØØ uGØØØ4 1ØØØJØ

STAGE 1-4

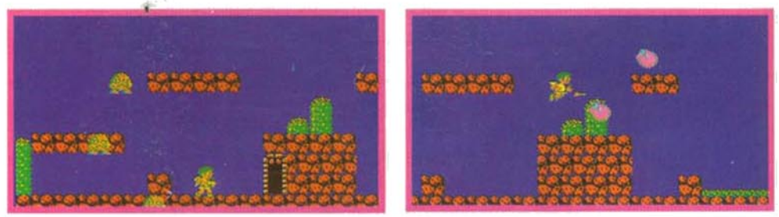
This area is a maze, so try to find the Check Sheet and Pencil to help you through. If you are hit by the Eggplant Wizard, go to the Hospital. Dodge Twinbellows' shots behind a pillar, then attack and get behind him.



ØØØØys TØJ3ØØ m2ØØ1C HØØØaS

STAGE 2-1

The Overworld area scrolls horizontally, but if Pit falls in a pit he'll lose a life. Be sure to visit the Treasure Room to try to pick up useful items. The shops here have a wide variety of items, so visit them, too.



ØØØØ8C i04400 mIGØ1D IØØØ5F

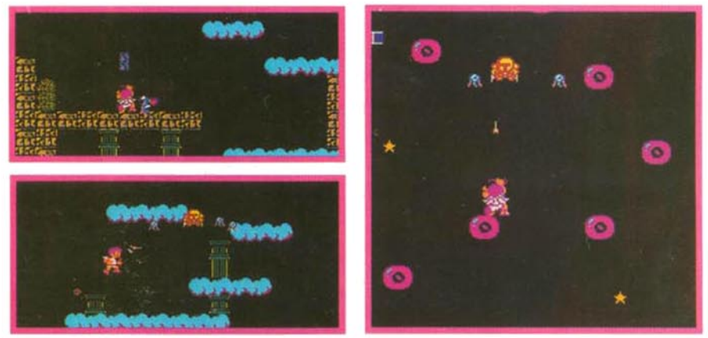
STAGE 2-4

The Overworld Fortress is larger and more difficult to pass through than the first Fortress. At the end is the Hewdraw, a long-necked serpent that swims in lava. Jump between the platforms to dodge it. Aim for the head.

ØØØØmu wØK2ØØ O3GØØH I1ØØs5

STAGE 3-1

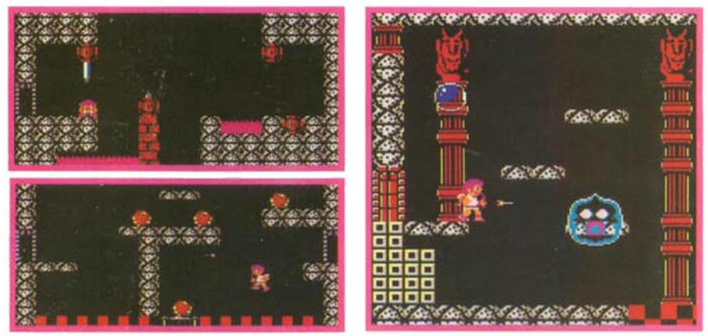
Your first stop in Sky World should be the Hot Spring at the beginning of the stage. Since this is a vertical scrolling stage, it is easy to fall and lose lives. You'll be able to store extra Water of Life in your Barrel once you reach a shop. You'll have a Feather for flying when you fall at the beginning of the stage, but that only lasts for one flight.



ØØØØyØ 11X2ØØ uØGØØH I1ØØtØ

STAGE 3-4

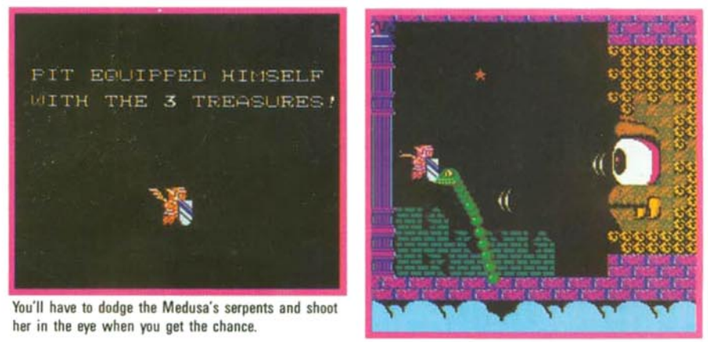
The third Fortress is a real test of your patience. Look for a Hot Spring or Shop to refill your Life Meter, then start searching for the Check List and Pencil. If you have Hammers, you'll be able to bring the Centurions along for extra fighting strength. You'll have to time your passage through the spikes and, of course, you'll have to battle the creature called Pandora.



ØØØØ8p 414ØØ O3GØØH I5ØØeB

STAGE 4-1

Pit has gathered the three Treasures from the first three fortresses and now finds himself in the final world, facing the power of Medusa. In the Palace In The Sky, Pit flies, which requires you to master this new skill. Stay near the center of the screen for the best maneuverability. Medusa's eye is the target at the end.



You'll have to dodge the Medusa's serpents and shoot her in the eye when you get the chance.

© 1986 NINTENDO

KRUSTY'S SUPER FUN HOUSE

KRUSTY: EVERYONE'S IDOL

This is one clown who really knows where it's at. He also knows where the rats are—in his Fun House! Acclaim has enlisted several Springfield townsfolk to help Krusty attempt to rid his dizzying domicile of the rabid rodent infestation.

TOP SECRET PASSWORDS · JUNE 1992 · SUPER NES · ACCLAIM · PUZZLE · NINTENDO PLAYER'S GUIDE

BARTMAN

LEVEL 2

Doing the Bartman will let the mighty Krusty bypass Level 1 and head straight down the hall to Level 2. It may be very beneficial to familiarize Krusty with all of the rat-catching techniques in Level 1, but for an easy bypass—BARTMAN is the way to go.

The quest for Block manipulation techniques will never end. Help Krusty form steps for the highly ignorant Rats to walk on. Homer mans the trap as the floppy-footed comic takes a break to ogle his Block-laying handiwork.

SMITHERS

LEVEL 3

We're not sure how Smithers weaseled his way into getting a password named in his honor. Of course, being named Employee of the Month at the nuclear power plant for months in a row should count for something. Level 3 is a major turning point in this game's difficulty level.

From now on, the phrase "when pigs fly" should be erased from everyone's vocabulary of great comebacks. Take care of the nasty porkers by letting them have it with a full tin of delicious Custard Pie. Krusty is determined to end the rodents' reign of terror.

SNOWBALL

LEVEL 4

Level 4 will have Krusty running all over the place. His timing must be spot-on for many of the rooms to be completed. Speaking of spot-on timing, Krusty's pacemaker should be about due for a major overhaul soon. He seems to be getting overly tired as the enemies build in number.

Jumping, jumping, jumping. Always jumping! A clown's work is never done. Krusty has no time to worry about how much his feet hurt, though. He's got a job to do. Krusty will resort to grabbing anything he can pick up to use as a step.

JEBEDIAH

LEVEL 5

Level 5 takes Krusty to the cellar and backyard environs of the huge Fun House. The combination of tricky mazes, multiple and varied enemies and various moveable objects makes this level the ultimate challenge for the red-nosed, bow-tied showman.

Once again, Bart has been volunteered to operate the traps in Level 5. A giant cheese grater awaits each and every one of the giant cheese eaters. Be careful not to let the Rats get into an area where they don't belong. It could be bad news.

JOSHUA

When entering this, Krusty's most powerful password, leave the first and last spaces blank on the password entry screen. Krusty will be able to enter any room in the Fun House. This is an easy way to practice in any area. You'll have unlimited Continues because Krusty's number of Lives remaining won't ever decrease. If you press the L and R Buttons at the same time, Krusty's Custard Pie supply will be replenished.

Krusty has free run of the Fun House when the JOSHUA password is in effect. Don't worry about having to restart any room. Krusty will always have plenty of Lives waiting in reserve. Trash the Rats!

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LEGACY OF THE WIZARD

THE POWER OF THE DRAGONSLAYER

The DragonSlayer, a powerful and magical sword, is the only weapon which can destroy a dragon. Roas, the son, is the only character in the game who can effectively wield the mighty sword and use it against Keela, the dragon.

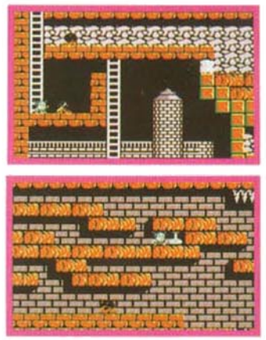
TOP SECRET PASSWORDS · APRIL 1989 · NES · BRODERBUND · ADVENTURE · NINTENDO PLAYER'S GUIDE

GBZY JZPB BNDK IDHN
A3UU CWEV 4QUD R2VA

1 CROWN

Pochi, the family pet, is a peculiar little mutt. He's actually a monster. A domesticated monster, if you will. This allows him to go unhurt by the enemy monsters who inhabit the nether regions of the game. He's got the first Crown. Use Lyll, the daughter, to get the second Crown. She possesses great agility and can jump long distances.

Thanks to the password, one Crown is neatly tucked away. This is a good time to build up gold to buy Items with. You can use any character to do this.

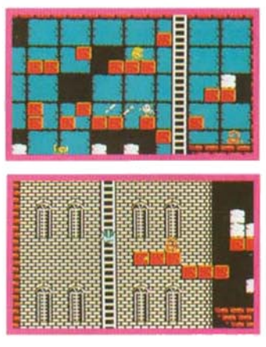


W1B3 UJLU DAZI IEDV
W4X3 UHER JD4D PKHA

2 CROWNS

With two Crowns in tow, your next mission is to snag the third elusive headpiece. Meyna, the mother of the clan, is a good choice to get this one. When Meyna has certain Items in her inventory, she can use them to magically fly through the air. As you will discover, this technique can be very helpful in certain areas.

Half of the required number of Crowns are locked away. The Items are starting to build up now. Go for the third Crown! Build Roas' skills. He needs to be strong.

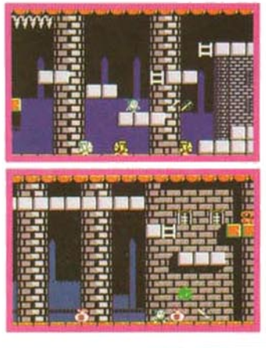


XIF4 OVQM TWMK F2JV
AS33 2NBJ 1MIW 3BAH

3 CROWNS

Now it's Xemn's turn to go out and find the fourth and last missing Crown. Xemn's strong point is his strength. If you select the Power Glove as one of his Items, he can move some of the Blocks. If you push the Blocks into wrong positions, just leave the area and then return. They'll return to their original positions.

Continue to build on your inventory of Items. Visit Shops when you have collected large sums of money. This will allow you to buy much better Items.



XI6X OVQM MBXR F2JV
AS3D 2GBC BMPQ QH3H

4 CROWNS

Roas should now go after the DragonSlayer sword. Roas will have to warp several times through pictures of the Princess to get into the area where the mighty DragonSlayer is kept. To warp, jump up into the pictures. The DragonSlayer's powerful blade is embedded in solid rock. Make sure that Roas takes along the Jump Boots and a Crystal Ball. These Items will be critical to his success in finding the DragonSlayer.

Lyll can get the sword, too, but Roas is better suited for the task. It's a good idea to make a map, especially when you get into the later stages of the game. Remember to visit the Inns to restore yourself.

C4TB RSSH 6RXC 1TJH
CUTK 3NFT YWMC WJVU

DRAGONSLAYER & 4 CROWNS

At last! The four Crowns have given Roas the ability to free the mighty DragonSlayer and it is now in hand. Now Roas can set off to find and destroy Keela. Go down the first ladder to the left of the house. Continue downward until you are forced to go to the right. Go right and then drop down several screens. Keela is at the bottom of the area. Walk under Keela to the left and right to get the fire-breathing monstrosity to come to life.

Now is the time to go after Keela. All of the Items are in place and Roas feels like he's ready for the challenge at hand. It's not really advisable to go after Keela if you're not familiar with the game's fighting techniques. Try the lower levels first.

MAGIC CODE

It may be easier if two people enter this code as a team. On the title screen, press and hold Up, Right, A & B on Controller II. At the same time, press Down, Left and Select on Controller I. With all Buttons being held, press Start on Controller I. You should hear a tone.

Select Roas and go outside and into the Shop at the top of the tree. Try to buy the Crystal. Return to the house and select Roas again. Select his armor. Go outside and let his Magic Power drain all the way.

Go back in the house and place the finger of the pointer on the eyeball in the picture. Press and hold B and Left on Controller II and also press and hold Right on Controller I. Do not allow the pointer to move. Continue to hold all of the Buttons and press the A Button 16 times on Controller I. Roas will have 16 of every Item except Crowns and the DragonSlayer. It's a great code to start the game with!

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THE LEGEND OF THE MYSTICAL NINJA

TOUR THE ORIENT WITH YING AND YANG

Kid Ying and Dr. Yang are searching ancient Japan for the kidnapped Princess Suki and a band of evil counterfeiters. By keying in the logbook entries listed below, you can step into Kid Ying's straw sandals and skip ahead to advanced stages.

x&T▲>▲

LEVEL 6

The setting for Level 6 is Kyoto, the ancient capital of Japan. After a long battle on the bridges and wooden walkways of the city, you'll discover an old shrine where some of the counterfeiters are hidden away. Get 'em!

k=”RdR

LEVEL 7

Bomb-dropping birds fly over the paths of Izumo. Avoid these airborne antagonists, make your way onto a small island and look for a magical white mirror. Before the search is over, you'll ride a rickety boat and fight a furious sea monster.

:Wd3+3

LEVEL 8

Masked carpenters are working on a mysterious project involving the castle of King Ryukyu. You can only get to the bottom of this strange plot if you understand the ancient language of the King and his followers. Buy a Language Text Book.

H-WNxN

LEVEL 9

King Ryukyu has commissioned a group of carpenters to turn his castle into a flying fortress. This is where the counterfeiters and Princess Suki have gone. You'll start the stage by breaking out of jail and finish with a wild chase in the castle.

LEVEL	PASSWORD	LEVEL	PASSWORD
LEVEL 2	*▲L1lxl*	*LEVEL 6*	*x&T▲>▲*
LEVEL 3	*j/p?N?*	*LEVEL 7*	*k=”RdR*
LEVEL 4	*2ØY7;7*	*LEVEL 8*	*:Wd3+3*
LEVEL 5	*$wh;J:*	*LEVEL 9*	*H-WNxN*

SEARCH FOR SECRETS

There are hidden rooms in many of the stages of the game. You'll find them by hitting walls and obstacles. If you strike the right spots, passages will appear, leading to Power-Up filled chambers.

The first secret passage that you'll come across is in Level 1. Move the stone marker and go below for special items.

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LEGENDS OF THE DIAMOND

MAKE YOUR DREAM TEAM

Make a dream team of stars from the past when 30 of baseball's best players return to the field. Legends of the Diamond lets you fill your roster with Hall of Famers and play against other baseball greats or computer selected no-names.

M L N P G H Q F T B V 7 2
5 S H Z J 4 D 1 L C V B ♥

GAME 2

After you select Tournament Mode, you can enter Member Select and look at the big names that you can add to your roster. Legends like Cy Young, Lou Gehrig, Babe Ruth and Ty Cobb are among the players you can recruit. Check to see what condition they're in before you add them, though. Some are feeling lucky, others aren't.

Put your dream team on the field and play ball. If you win in Tournament Mode, you'll earn a password that will let you continue. Can your stars go undefeated or will they be eliminated in the first round?

M L N P G H Q F T B V 7 2
5 S 2 F 3 K Y G 5 W B B 2

GAME 3

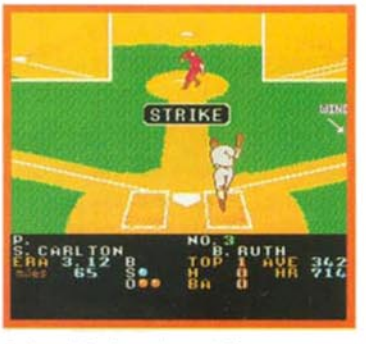
After a victorious second round game, you go up against the Blue Sox in Game 3. The Sox are a bunch of no-names, but they must have hidden talent because they made it to Round 3. Check the condition of your pitcher as the game begins. If he's tired or feeling unlucky you might want to substitute someone from the bench.

Your roster is packed with stars, so you have plenty of depth. Try combinations of different players to see which works best together. Call time and press the A Button to go to the bull pen and call up a relief pitcher.

M L N P G H Q F T B V 7 2
5 S H Z J 4 D 1 L W V B 3

THE FINAL GAME

It takes a tough team to reach the final round. If you check the roster of the Bats, you'll find some big names. In fact, the Bats have many of the same players you're using. It'll be legends against legends, and the competition is as good as it gets. Check your players' conditions and put the fittest on the field.



Hey, batter, batter . . . and the Babe fans a Steve Carlton slider for strike one! Every pitch counts when you're playing for the championship, but Babe's a homerun hero—he'll get his pitch and send it sailing.

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LEMMINGS

ROWDY RODENTS ON THE RUN

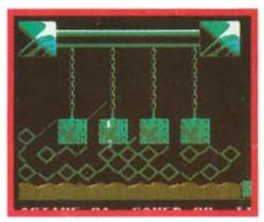
Mindless Lemmings will march right into oblivion unless you find a way to guide them safely to their exit, and time ticks away as you try to turn the hapless horde into saved souls. The passwords we present here put you in some frantic situations.

TOP SECRET PASSWORDS · DEC. 1992 · NES · OCEAN · PUZZLE · NINTENDO PLAYER'S GUIDE

Z Q S D H Q

TRICKY LEVEL 5

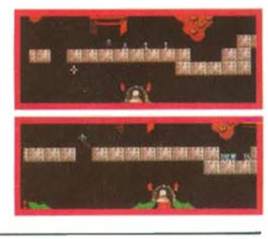
Move quickly to make one or two of the free-falling Lemmings Float to safety so they can Build a ramp over to the fence. Sad to say, the rest are goners. Keep close tabs on your Builders.



Z R L Y D R

TRICKY LEVEL 7

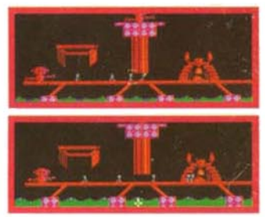
The exit is just below where your Lemmings are released, but getting them there safely is a challenge. Send one diligent worker ahead to Build and Bash his way to the exit. Save 13 Lemmings.



P S D H T W

TRICKY LEVEL 20

You saw this level earlier, but this time you have to save all of the Lemmings so you can't set any Blockers or use any Bombers. Instead, you'll have to do some fancy Building and fast Bashing.



B S W H X Z

TRICKY LEVEL 23

You have to rescue only one of the bunch in this level so the pace isn't as frenzied as it is in some levels, but your lone Lemming has to be a jack-of-all-trades to circle safely back to the exit.

J Q T V Y R

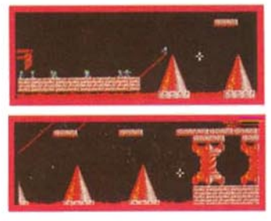
TRICKY LEVEL 25

Build bridges and follow the stepping-stones to the exit. Start Building at just the right point to keep the Lemmings high and dry. Let the Builder go ahead while the others wait between Blockers.

W M Q Q D F

TAXING LEVEL 3

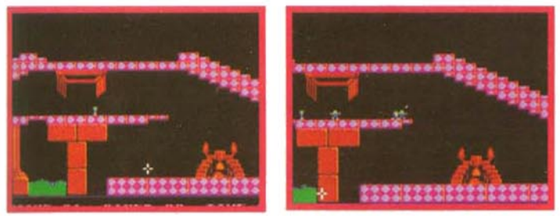
You'll need to save 12 of the 14 Lemmings released here, and you'll have to be quick to do it. Get a Builder started and trap the horde with Blockers. When the ramps reach the exit, Bomb the Blockers.



X Y H G X K

TAXING LEVEL 14

Saving 12 of the 14 Lemmings released in this level is a challenge. Only two of them can Float to safety, so you have to construct a safe route for the rest. Set Blockers on the ledge without delay.



D D B N D L

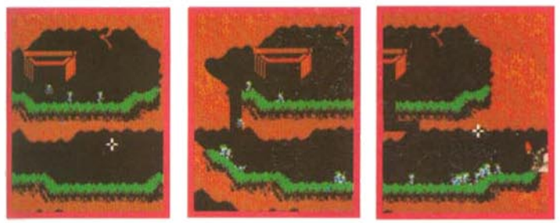
TAXING LEVEL 17

If your Lemmings walk off the ledge, they're history. You have only one skill option here, so everybody digs. They're released quickly and move fast—you'll have to stay one step ahead of them.

M R G H F W

TAXING LEVEL 24

It's slim pickings for skills in this level. You start with one Digger and one Basher. You have to pick exactly the right place to do your excavating—otherwise, you'll end up with liquid Lemmings.



H D F T G S

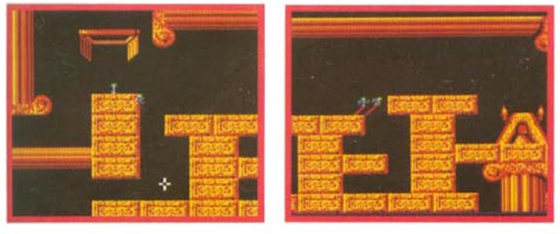
MAYHEM LEVEL 2

Mayhem 2 is aptly named. You must save 13 of the 14 Lemmings, and you have four skills to assign. Get a Builder started then immediately set a Blocker. Keep the Builder busy until he reaches the exit.

H P B F X X

MAYHEM LEVEL 7

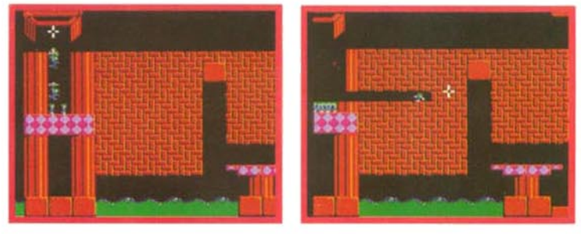
Only two Lemmings are released in Mayhem 7, but you have to save them both. The only thing you can do is make them Build, but you have to keep both of them busy. Build two sets of ramps to the right.



G L S H S L

MAYHEM LEVEL 12

Everyone needs an umbrella in Mayhem Level 12. Pause the game and place your cursor where you can catch the falling Lemmings and Float them to safety. Have one Climb up and start Bashing to the exit.



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LEMMINGS

GOING, GOING, GONE

Lemmings like to travel, but they never have an itinerary. They don't know where they're going, but they're in a big hurry to get there. When the gate opens, they pour out with no regard for their own safety. Use these passwords to see where they're headed.

TOP SECRET PASSWORDS · MARCH 1992 · SUPER NES · SUNSOFT · PUZZLE · NINTENDO PLAYER'S GUIDE

G J W D H M G

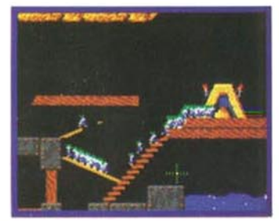
TRICKY LEVEL 5

The trick in this level is getting your Lemmings to the ship in the time allowed. Send a Basher and Builder ahead, then bring on the troops.

Z V M Q K X B

TRICKY LEVEL 13

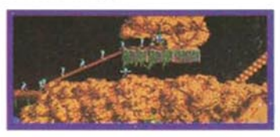
You have to start building and setting Blockers right away to keep those loony Lemmings from taking the plunge. Save 70 percent to move on.



J H Q S P R H

TRICKY LEVEL 28

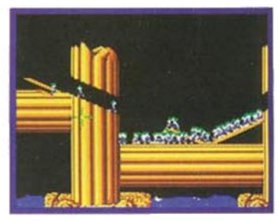
Sometimes the ship is hidden. Build up to the boulder above while trapping the Lemmings between Blockers. Bash the boulder to uncover the ship.



S R W G X Z M

TRICKY LEVEL 30

You have limited skilled personnel in Tricky Level 30, so you'll have to move fast and be accurate. You'll use lots of Climbers, Builders and Miners.



P Q F P T B P

TAXING LEVEL 1

You have to rescue 99 of the 100 Lemmings in this level, and you start with just eight Builders and only two of everything else. Taxing, indeed!

D X C Q K R X

TAXING LEVEL 5

Take the high road to the ship on the upper right ledge. Build over the first gap, Bash through the pipes, then keep Building up to the right.

W F C S H N T

TAXING LEVEL 30

You aren't spoiled for choices here. You start with only Diggers, so there's only one way to go: down. Time it carefully as everybody digs.

G W J T P L W

MAYHEM LEVEL 12

Your advance Builder will turn when he hits the wall and drop safely to the ground. Next, Dig down beside the center pillar, then underneath it.

R M D T B F Q

MAYHEM LEVEL 22

Tunnel a path through the hole-ridden structure near the center, then Build under the last chandelier. Finally, Bash a tunnel to the ship on the right.

K C G H C N C

SUNSOFT LEVEL 5

You're strapped for time and resources, so use your Builders carefully. You have to save everyone. If you blow it, you may as well blow it up.

Z T T G R F H

MAYHEM LEVEL 30

They fall from two sides in this level, so be sure to scroll to the far right and keep an eye on that group, too. Watch for falling rocks!

OPTION MODE

On the Title screen, hold Select then press Start. You'll enter an option mode that lets you customize the functions of your controller buttons. Change the functions to meet your needs or sample the different music choices.

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LITTLE LEAGUE BASEBALL

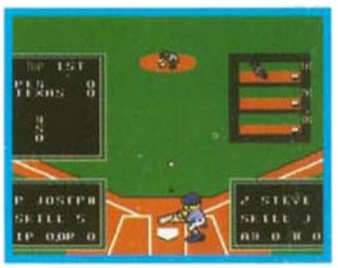
BATTER UP!

It's a new ball game! Take a trip to the ballpark to see Little Leaguers from around the world compete in the great American pastime. To reach the championship, a team must advance through three rounds of competition. Get a password from each.

DYCUT8 C3VEY9 SAVYVT 69TM

TEXAS: FIRST ROUND

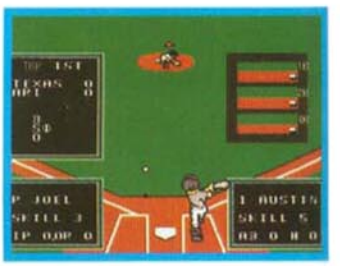
After your first game, you can either watch replays of all of the other first-round games or just see their scores and use the Speed Mode to go directly to your second round game.



DYCUT8 C3VEY9 SAXYVT Ø9TM

TEXAS: SECOND ROUND

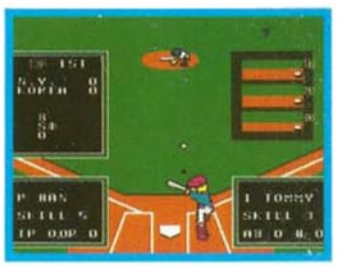
In the second round, your Texas team bats first against an agressive Arizona squad. Hot bats and good defensive plays might just take you to the super-competitive final round of play.



CYU9F7 DDFBUX DSDWNV ELCM

NEW YORK: FIRST ROUND

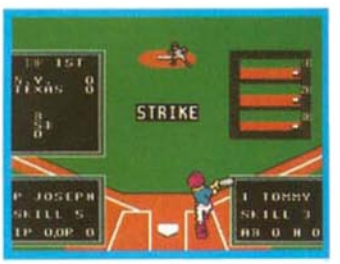
This time New York's your team. Your boys from the Big Apple will be challenged by the li'l nine from Korea, and you have the first at-bat. Let's hear some chatter out there!



AYS9F7 DDFDUX DUBYLX EKCL

NEW YORK: SECOND ROUND

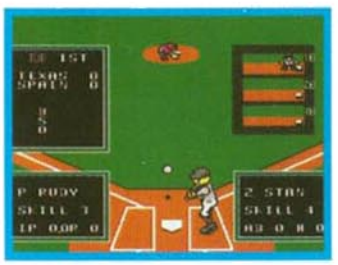
Check the standings then grab the bats to hit against your old team, Texas. Tommy fans the first pitch, but don't worry—he'll settle down and watch the next one more carefully.



XXXY9X 8CV6RS RB8EJU L29Y

SPAIN: FIRST ROUND

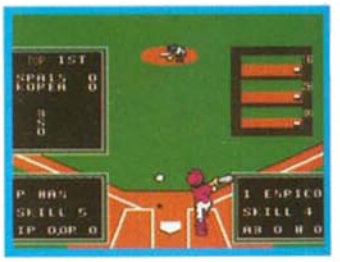
Take to the field with Spain this time. It's the top of the first and the opposing Texas team has a runner on first. Don't let him lead off—those Texans are fast as well as tough!



XXXY9X 8CXØTU RDE8JS L38W

SPAIN: SECOND ROUND

Your red-hot Spanish team takes on Korea in the second round. Enrico's a solid hitter, but he's up against Han, who has proven to be a hard thrower with nerves of steel.



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THE LONE RANGER

WELCOME TO THE OLD WEST

One password does it all in The Lone Ranger. The special Stage Select password listed below not only allows you to choose any stage from which to start the game, it also gives you extra cash and ammo. Two of the areas you should visit are also included below.

Ø81Ø 783Ø 3251 2

STAGE SELECT PLUS

Enter the password as shown, leaving the final three password spaces empty. The stage select then appears, allowing you to pick your stage. You'll start with $9999 and 50 rounds of both regular and silver bullets. In each stage, people will tell you what is going on. It's a good idea to find out where you are in the story before trying to take action.

Press Up or Down on the Controller to select the stage on which you want to start your game.

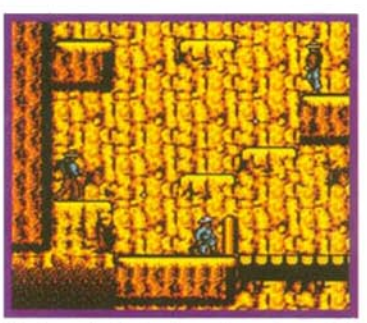
AREA 7

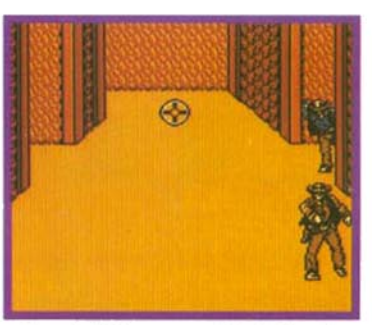
The Lone Ranger shows up at a fort to find that the U.S. Cavalry is in disarray. Butch ambushed them and took over their fort . . . and the President is still being held hostage. You'll need three keys to reach the final hideout. That's the scene. What you have to do is bust into the fort. Try to take over the Gatling Gun at the entrance and use it against Butch's men.

Try to shoot the Gatling Gunner from an angle and keep moving. The Gatling Gun fires a stream of bullets that can quickly deplete your strength.

AREA 8

Throughout The Lone Ranger, you'll find different types of challenges. Many of these are included in the final stage. The first-person view requires sharp-shooting skills. You can use the Zapper for a more realistic feel in these sections. In other areas, you must control the Lone Ranger's jumping and shooting in sideview action. Among other nasty surprises waiting for you in Area Eight is an encounter with a locomotive and a fight with Butch.





The Enemy Indicator shows if enemies are in front of you, behind you, or sneaking in from the sides.

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MAGIC OF SCHEHERAZADE

TRAVEL THROUGH TIME AND SPACE

The peaceful land of Egypt has been invaded by the evil Sabaron. You once attempted to save the land, but Sabaron sent you spinning through time. Enter the passwords listed here and fight back. You must try them several times before they're accepted.

TOP SECRET PASSWORDS — SEPT. 1989 — NES — CULTURE BRAIN — ADVENTURE — NINTENDO PLAYER'S GUIDE

W1

CHAPTER ONE

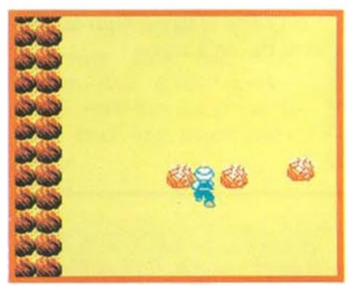
Your adventure begins in the village of Meshudo in the water world, Mooroon. You'll discover that Princess Scheherazade has been kidnapped by Sabaron and his otherworldly goons. Explore the land and search for a way to save the princess and her world.

As you travel through Mooroon searching for clues that will lead you to Sabaron, small groups of enemies will attack. Defeat these creatures to earn Items and experience points.

W2

CHAPTER TWO

As this chapter opens in the desert world, Alalart, you'll have an experience level of five along with 150 Rupias which you can use to purchase supplies. An evil creature named Curly is causing trouble. You must cross the maze desert to Curly's Dark Palace and stop him before things get out of hand. Search for Supica to help you through the desert.



The desert and Dark Palace are full of many surprises. Defeat attacking enemies and use your magic to search for secret passages.

W3

CHAPTER THREE

Winter will fall in the forest world of Samalkand soon. You must fight the evil trees and make your way through a maze to the Troll's Frozen Palace in the name of the Forest King, Cimaron. Mohammed in Kasimeel will give you Cimaron's Seed so that you may make your way through the maze. You'll begin with an experience level of ten and 250 Rupias.

Make your way through the maze to the Troll's Frozen Palace and search for the Sword of the hero, Kahim.

W4

CHAPTER FOUR

When you enter the flower world of Celestern, you'll have an experience level of 15 and 350 Rupias in your pocket. Sabaron's Palace is in the Fire Palace of this world. Travel to the town of Chigris and search for the Holy Robe. Then use the Robe to enter the Fire Palace and fight the Salamander of the palace with magic.

You'll have to travel to the past in order to find a way into the Fire Palace.

W5

CHAPTER FIVE

Before you can defeat the evil magician, Sabaron, you must find and equip yourself with the Armor of Light. This item, which once belonged to the great Isfa is guarded by Kaji in the village of Pao. Search for Kaji, earn the armor and complete your mission. You'll start this chapter with an experience level of 20 and 450 Rupias.

Search for the Armor of Light, then move on to do battle with Sabaron.

POWERED-UP PASSWORDS

Slight variations in the passwords that have already been presented in this review will give you five additional levels of experience and 100 extra Rupias. Unlike the other passwords, these will be accepted the first time they are entered.

CHAPTER	PASSWORD
ONE	*1W*
TWO	*2W*
THREE	*3W*
FOUR	*4W*
FIVE	*5W*

FINISH FAST

You can see the end of the game before you even begin. Enter "END" as your password and instantly skip to the finale.

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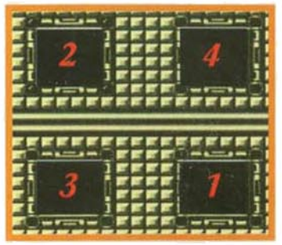
MEGA MAN: DR. WILY'S REVENGE

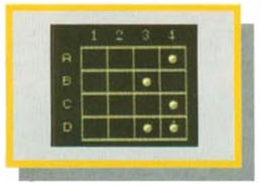
GO ANYWHERE WITH GAME BOY AND MEGA MAN

The blue bomber made his Game Boy debut with this raging battle over control of rebuilt robots in all new hideouts. Enter the passwords shown below to instantly equip yourself with advanced weapons, or skip straight to Dr. Wily's secret hideout.

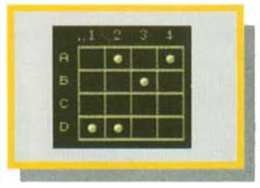
UNRESTRICTED TRAVEL

The first four stages can be completed in any order. At the end of each stage, you'll earn a password which saves your current condition. In this review, we'll follow the password progression of beating Fire Man first, then Cut Man, Elec Man and Ice Man. If you choose not to follow that order, you can enter the passwords below for a one-stage head start in your own 'bot blasting efforts.

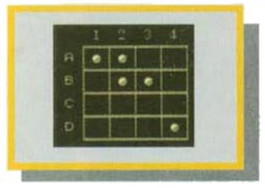




You'll rip right into your robot-conquering mission when you enter this password and take Cut Man's Rolling Cutter.



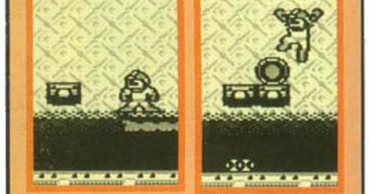
Plug in this password for an instant victory over Elec Man and ownership of the powerful Elec Beam.



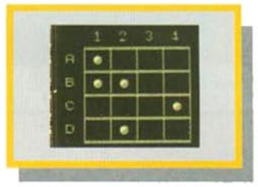
The Ice Slasher will be all yours when you key in this password which signals Ice Man's demise.

FROZEN FLAME

With Ice Man's Ice Slasher, you can convert a horizontal flame located in the middle of Fire Man's hideout into a frozen platform. Then jump to the left and collect a large Energy Pellet.

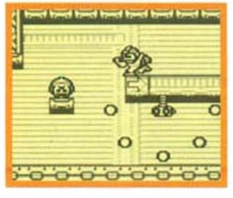


Freeze the flame with the Ice Slasher when it appears. Then jump onto the frozen fire and leap to the left. You'll soon reach an energizing Power-Up item.



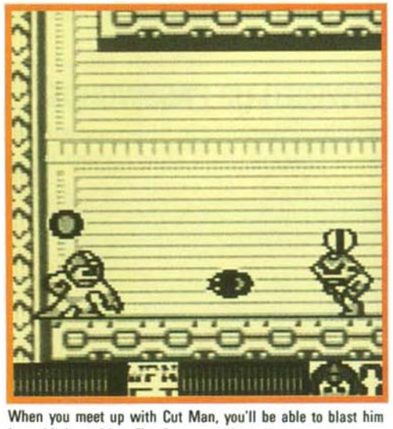
CUT MAN STAGE

If you choose to complete the stages in our recommended order, you'll earn this password after you extinguish Fire Man and take his Fire Storm. The next stop is Cut Man's quarters. You'll need plenty of steam to power past this slashing scoundrel and his edged assistants. Watch for bouncing blades and sliding shavers, and jump to avoid the mechanoids that deflect your shots. If you survive the approach to Cut Man, you'll be able to melt him down with a few shots from the Fire Storm.

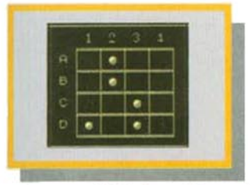


Leap onto the right side of the first conveyor belt and run against the flow. Then jump to the left and collect a 1-Up.

Invincible Cut Blades and Shielded Soldiers are two of the most dangerous obstacles in this stage. Watch out!



When you meet up with Cut Man, you'll be able to blast him into oblivion with a Fire Storm attack.



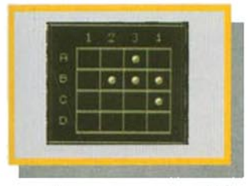
ELEC MAN STAGE

With both Fire Man and Cut Man out of your way, the next mechanoid to dismantle is Elec Man. The master of electricity has set plenty of high voltage traps in the halls of his headquarters. Watch for beams and run into their path only while they're recharging. You should also keep an eye open for small mechanoids that slide back and forth. They'll take a lot of energy out of you if they hit you. Hit them with Rolling Cutters when they're close. Rolling Cutters should also get you out of a jam when you clash with Elec Man at the end of the stage.

Elec Man has planted fans near tricky platforms in this mainly vertical stage. Go against the flow.

Lightning Lords toss bolts from floating Air Chariots. Knock out these clowns and steal their ride.

Elec Man is a fast mover. You'll need sharp reflexes to avoid his Elec Beam. When you've a got clean shot, nail him with the Rolling Cutter.

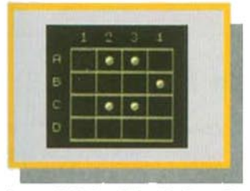


ICE MAN STAGE

By the time you're ready to liquify Ice Man, you'll be armed with the Fire Storm, the Rolling Cutter, and the Elec Beam. It pays to be prepared, because Ice Man's domain is loaded with enemies and obstacles. It's also very slippery. Running and stopping are both difficult to pull off on the nearly frictionless surfaces of Ice Man's quarters. If you're about to slide off the edge of a cliff, jump straight up to stop your forward momentum. When you reach Ice Man, you'll come out victorious by avoiding his Ice Slasher shots and countering with your own fire.

Melting blocks and falling icicles are some of the obstacles that you'll be dealing with in Ice Man's area.

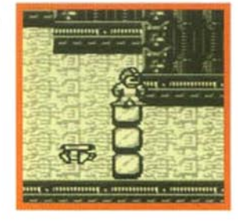
Near the end of the stage, you'll come across several boomerang-tossing devices. Hit the boomerangs with Arm Cannon shots or obliterate the machines with Rolling Cutters. Then drop down to Ice Man's chamber. Avoid the cold one's three-level Ice Slasher attack by jumping over the low shots and staying under the high shots, then fight back with the Elec Beam.



DR. WILY

The last password takes you to the beginning of a multi-stage showdown with Dr. Wily, the sinister leader of the robot army. You'll take a long fall in Skull Castle and land in a transporter room which branches out to battlegrounds where you fight four robot leaders. After your bouts with Quick Man, Bubble Man, Flash Man and Fire Man, you'll take off to the incredible Space Node, an orbiting evil hideout which looks like a gigantic popcorn popper. Instead of experiencing empty calories inside, though, you'll encounter a substantially mean force of evil robots and menacing mechanoids.

Robot leaders run amuck in Skull Castle's final chamber. Fight hard!



Dr. Wily's Space Node is a high tech haven for tricky traps and creepy mechanical creatures. At the end of it all, Wily waits with his latest invention.

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MEGA MAN II

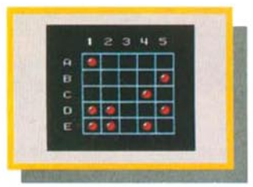
A PASSAGE TO SKULL CASTLE

Mega Man's second clash with the diabolical Dr. Wily was his first to employ a password feature. By entering the passwords presented in this review, you can help the blue bomber approach Dr. Wily's Skull Castle with progressively more weapons.

TOP SECRET PASSWORDS · JULY 1989 · NES · CAPCOM · ADVENTURE · NINTENDO PLAYER'S GUIDE

THE ROAD TO WILY

Before you can get to Skull Castle and meet Dr. Wily face-to-face, you'll have to beat his eight robot leaders. The passwords in this review follow our recommended route through those stages. You'll earn a new weapon with each password.



FLASH MAN STAGE

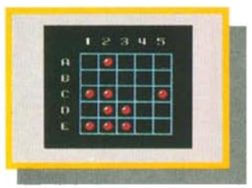
Once you've earned Bubble Man's Bubble Lead, you'll be ready to enter the headquarters of Flash Man. This slippery stage is packed with small shooters and robot-riding soldiers. Make your way to Flash Man's chamber and bowl him over with Bubbles. A victory will earn you Flash Man's Time Stopper and the Wall Walking Platform.

BUILD AN ARSENAL

After each stage has been cleared, you'll earn the dismantled robot leader's weapon and you might get a new tool from the friendly Dr. Light as well. Use these items to tackle the challenges ahead.

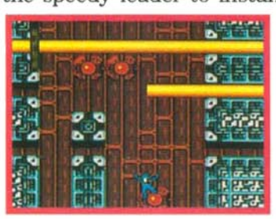
Flash Man's Time Stopper is essential equipment when you're escaping from the Force Beams in the Quick Man Stage.

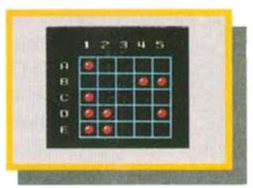
If you have Dr. Light's Jet Sled when you enter Heat Man's lava-filled world, you'll be able to fly to safety.



QUICK MAN STAGE

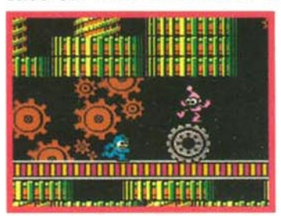
Your fast-paced journey through Quick Man's world can be slowed down to a manageable speed with the Time Stopper. Use this item to freeze deadly Force Beams, or save it for your bout with the speedy leader to instantly drain half of his energy.

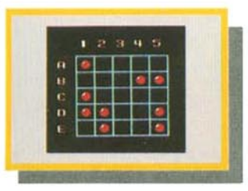




METAL MAN STAGE

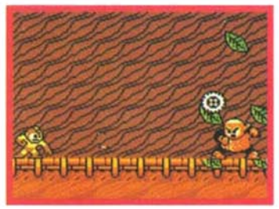
The mechanical lair of Metal Man includes Gear Clowns and Metal Munchers. You'll only clear this stage with good timing and quick reflexes. Use Quick Man's Boomerangs in your face-off with the leader of the stage.

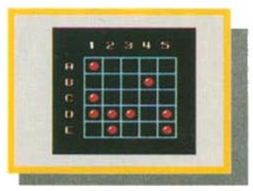




WOOD MAN STAGE

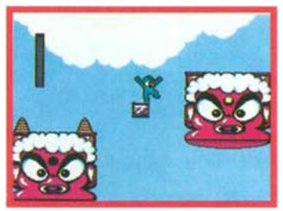
Since Metal Man's Metal Blades are both strong and plentiful, they're perfect for blazing a trail through this crowded forest fortress. Use them to break apart the many mechanoids, then cut down Wood Man when his shield is gone.

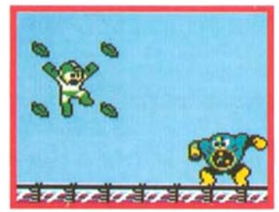


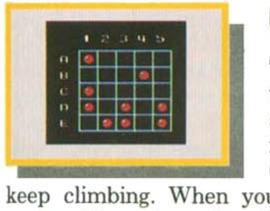


AIR MAN STAGE

The sky-high world of Air Man features moving platforms and flocks of angry enemies. Watch your step and activate Wood Man's Leaf Shield when you need a break. The Shield is also useful for your fight with Air Man.

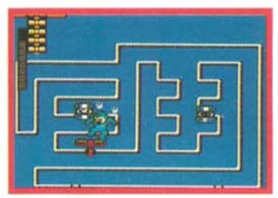


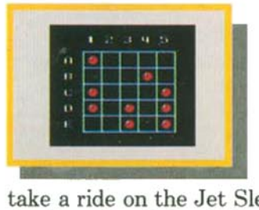




CRASH MAN STAGE

The towering world of pipes that Crash Man has constructed is patrolled by floating robots and Prop Tops. Clear away these creeps and keep climbing. When you take on the leader, you'll scatter his parts easily with the Air Shooter.





HEAT MAN STAGE

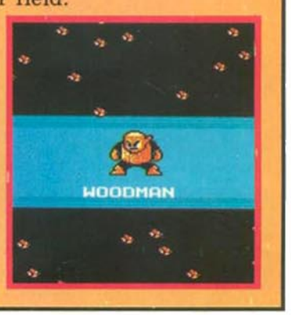
Heat Man's sweltering surroundings are flooded with rivers of lava. Hop onto blocks as they appear, in order to cross the great expanses or take a ride on the Jet Sled. Your weapon of choice over the fiery fiend should be Bubble Man's Bubble Lead.

DR. WILY

The most advanced password of the game takes you to the beginning of Dr. Wily's multi-stage Skull Castle. All of your accumulated weapons and items will come in handy during this long trek to reach the evil mastermind. Good Luck.

STARS SPROUT WINGS

Key in a quick maneuver for a strange occurrence at the beginning of each stage. Press and hold the A and B Buttons while you're selecting a robot leader, then press the Start Button. When the leader appears, he'll be surrounded by birds instead of the usual star field.



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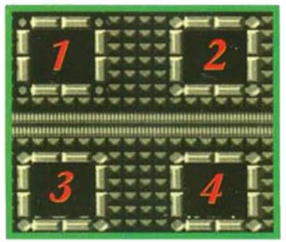
MEGA MAN II

WARP TO THE RESCUE WITH MEGA MAN

Mega Man's second Game Boy adventure features villains from two of his NES outings. This time he has to clear eight robot controlled lairs before he can reach Dr. Wily. Key in the passwords shown below to get closer to that goal.

A NEW WORLD ORDER

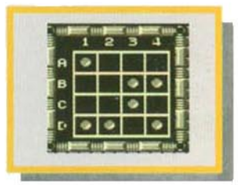
As is the case in all of the Mega Man adventures, you can choose to conquer the opening worlds of this game in any order that you wish. The passwords in this review follow a progression which begins with the destruction of Clash Man and ends with the appearance of a new Mega Man villain, Quintet.



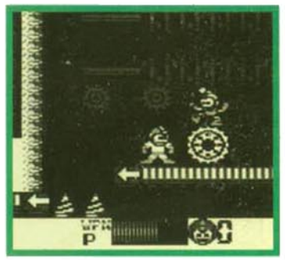
1 ..... Clash Man
2 ..... Metal Man
3 ..... Wood Man
4 ..... Air Man

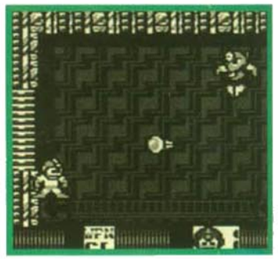
1 ..... Needle Man
2 ..... Magnet Man
3 ..... Hard Man
4 ..... Top Man

METAL MAN STAGE



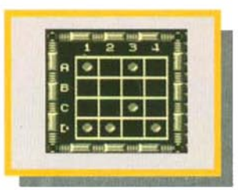
If you're working your way through the stages of the game in our recommended order, you'll enter the Metal Man Stage with Clash Man's Clash Bombs. These destructive devices will work well against many of Metal Man's minions and the robot leader himself.



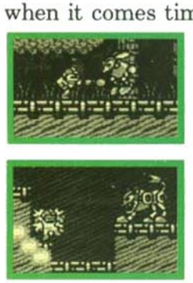


Metal Man and his Gear Clowns will both go down when you hit them with Clash Bombs.

WOOD MAN STAGE

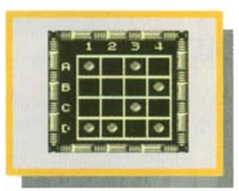


The mighty Wood Man's domain includes forest and lake settings. Since the post-Metal Man password offers you the water-ready Rush Marine, you'll be able to navigate the waterways without getting soaked. Metal Man's Metal Blade will come in handy when it comes time to cut into Wood Man's business.



It pays to be equipped with the Rush Marine and Metal Blade when you enter Wood Man's forest.

AIR MAN STAGE



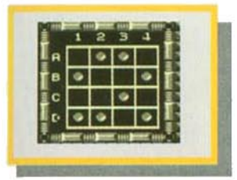
You'll have to watch your step in Air Man's lofty domain. One false move could send you sailing into the great beyond. Air Tikis, Lightning Lords and platforms that are obscured by clouds all pose a problem. If you need to rest, activate Wood Man's Leaf Shield for protection from projectiles.

Watch it! Air Tikis sprout deadly horns and spit out Mini-Tikis.

The only way to move on in the open air is to steal the Lightning Lords' Air Chariots.

The Leaf Shield should be your weapon of choice when battling Air Man.

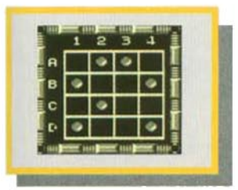
NEEDLE MAN STAGE



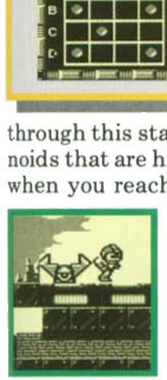
After the first four stages are clear, you'll end up in a transporter room in Dr. Wily's new Skull Castle. By entering the room's transport chambers, you'll warp to the quarters of four more robot leaders. Needle Man's chamber is in the lower-right corner.

The world of Needle Man is filled with powerful mechanoids and narrow passages. Use the Air Shooter when you confront the leader.

HARD MAN STAGE



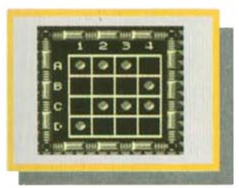
Hard Man's domain is accessible through the upper-left chamber in the transporter room. You'll have to keep moving while you're running through this stage, or you might be grabbed by mechanoids that are hidden in the floor. Use Magnet Missiles when you reach Hard Man.



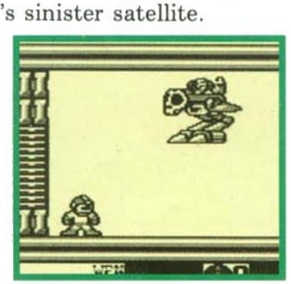
Traps snap up from the floor and bulldozing 'bots try to run you over in Hard Man's stage.

Magnet Missiles stick to Hard Man's metallic shell and sap his energy.

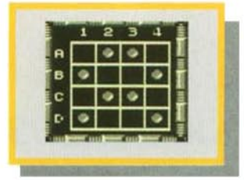
DR. WILY



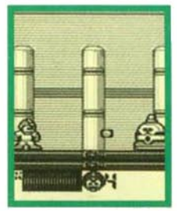
After you've cleared the transporter room, you'll earn a final password which leads to the mysterious Quintet. After you beat this fiend, you'll blast off to new adventures in Wily's sinister satellite.

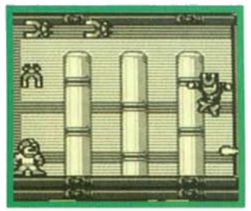


MAGNET MAN STAGE



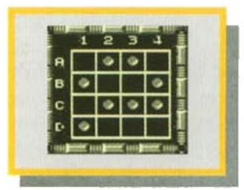
You'll enter Magnet Man's stage by stepping into the lower-left transporter chamber. Watch out for floating Magnets and spring-loaded fiends. When you meet up with their boss, pelt him with shots from the Needle Cannon.



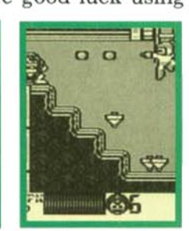


After you clear this stage, you'll be confronted with Magnet Man's triple Magnet attack. Counter with the Needle Cannon.

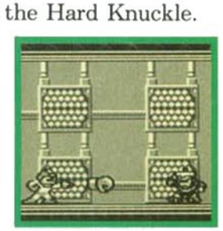
TOP MAN STAGE



The chamber in the upper-right section of the transporter room leads to Top Man's world. This stage includes a water-filled section that is perfect for the Rush Marine. When you make it to the master of the stage, you'll have good luck using the Hard Knuckle.



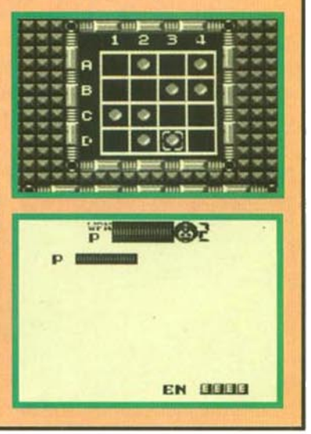
Big Cats and Top Tossers inhabit Top Man's headquarters.



Knock the energy out of Top Man with blasts from the Hard Knuckle.

A NEW BEGINNING

If you're keen on completing all of the stages of the game on your own but you'd like a boost at the beginning, key in the password pictured at right. You'll go into the adventure with four full Energy Tanks! Use them when you're about to go bust.



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MEGA MAN III

RUSH TO EIGHT NEW WORLDS

The devious Dr. Wily appears to have joined forces with Mega Man's creator, Dr. Light. Together, they intend to build a peace-keeping robot. Mega Man must search eight worlds with Rush the Robodog for the materials needed to complete the invention.

DESIGNER PASSWORDS

Every entry in a Mega Man III password signifies an accomplishment. In the tables to the right, the password positions show that the corresponding enemy robots have been defeated. A Blue Ball takes the place of a Red Ball when the indicated pairs of robots have hit the scrap pile. When you're creating a password, make sure that you include a tank total indicator from the table below and, if you're revisiting enemy worlds, begin with Blue Balls in positions F-4, A-3, D-3 and B-5.

PASSWORD POSITIONS FOR DEFEATED LEADERS

ENEMIES AND THEIR WEAPONS	●	●
SPARK MAN (SPARK SHOCK)	*F4*	*F4*
SHADOW MAN (SHADOW BLADE)	*D6*	
TOP MAN (TOP SPIN)	*A3*	*A3*
SNAKE MAN (SEARCH SNAKE)	*F6*	
NEEDLE MAN (NEEDLE CANNON)	*D3*	*D3*
MAGNET MAN (MAGNET MISSILE)	*F5*	
GEMINI MAN (GEMINI LASER)	*B5*	*B5*
HARD MAN (HARD KNUCKLE)	*C4*	

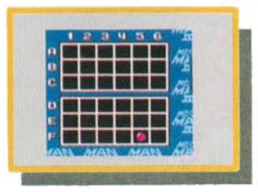
ENERGY TANKS	●	ENERGY TANKS	●
ZERO	*C5*	*FIVE*	*C1*
ONE	*E6*	*SIX*	*D2*
TWO	*E4*	*SEVEN*	*C3*
THREE	*B4*	*EIGHT*	*F2*
FOUR	*A5*	*NINE*	*A6*

ENEMY WORLDS REVISITED

STAGES AND ENEMIES	●	●
SPARK MAN (METAL MAN & QUICK MAN)	*A1*	*A1*
SHADOW MAN (WOOD MAN & HEAT MAN)	*A4*	
NEEDLE MAN (CRASH MAN & AIR MAN)	*B2*	*B2*
GEMINI MAN (BUBBLE MAN & FLASH MAN)	*B6*	

PLANET-HOPPING PLAN

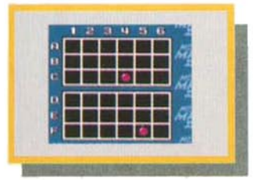
The eight worlds which appear at the beginning of the game can be conquered in any order. Since it helps to have certain items before you attempt to clear some worlds, this review follows a recommended order with passwords for every step of the way. Enter the passwords pictured, along with an Energy Tank entry, to skip ahead to any stage in the game.



HARD MAN STAGE

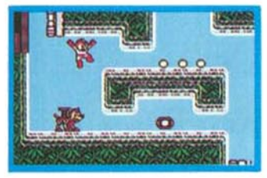
A red dot in the F5 position, along with the appropriate Energy Tank entry, will ready you for combat in the Hard Man Stage. Fight off swarms of attacking bugs and run quickly over green grates to avoid jaw-like traps. When you meet Hard Man, the Magnet Missiles will help you come out ahead.

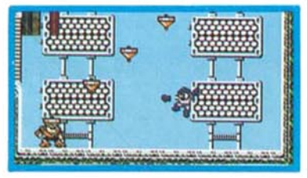
Bugs and traps are the most dangerous obstacles in this stage.

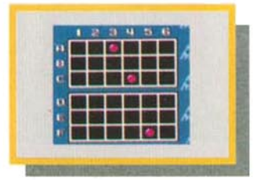


TOP MAN STAGE

Top Man territory includes many opportunities to use the Rush Coil. This robodog accessory allows you to soar into the air four times higher than your normal jump height. When you reach Top Man, activate Hard Man's Hard Knuckles and punch him.



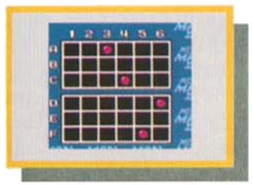




SHADOW MAN STAGE

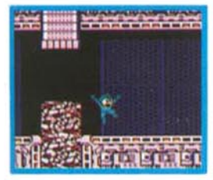
The robot master of light and shadows has planted machines in his world which make the area go dark. Break these mechanoids to restore light. Top Man's Top Spin should be your weapon of choice when you face Shadow Man. Four direct Top Spin hits will do the job.

You'll have to cross over large expanses and take on the swift Shadow Man in this robot world.

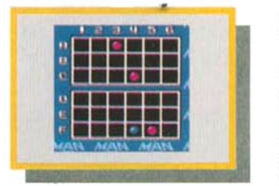


SPARK MAN STAGE

Electrically charged traps slide back and forth in Spark Man's domain. In order to avoid being zapped, you'll have to wait out the shock and jump at the right time. Falling blocks are also tricky obstacles. Hit them and run. When you meet Spark Man, use Shadow Blades to knock him down.

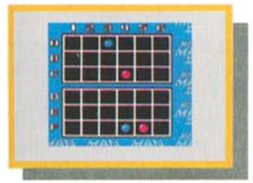


Spark Man is tough, but you can take him down with seven Shadow Blade shots.



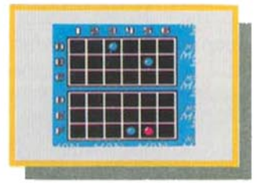
SNAKE MAN STAGE

The weird, green world of Snake Man is populated with little snakes, big snakes and camouflaged missiles. When you're floating over the snake towers, keep firing to knock the cloud cover off of suspicious projectiles. In your fight with Snake Man, snake avoidance will be your key to victory.



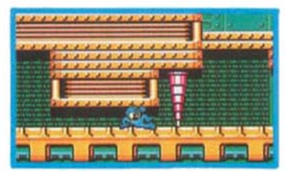
GEMINI MAN STAGE

Tadpole-like mechanoids wait in glass eggs in this stage. Hit the eggs to clear the way, then take on the tadpoles. At the end of the stage, Gemini Man splits into a pair of Gemini Men. Stay near the center of the room, hop over the robots as they circle and hit them with Search Snakes.

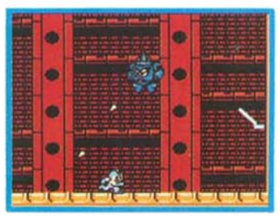


NEEDLE MAN STAGE

It should come as no surprise to you that you'll encounter a lot of sharp instruments in the Needle Man Stage. Watch for porcupine-like creatures that fire their quills and spikes that drop down from the ceiling. You'll be able to knock the bolts off Needle Man by hitting him with four Gemini Laser shots.



Watch the spikes that drop from the ceiling and approach as they retract.



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MEGA MAN IV

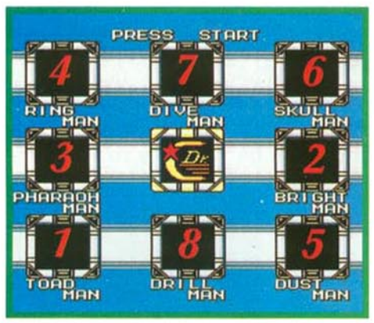
DR. COSSACK TAKES OVER

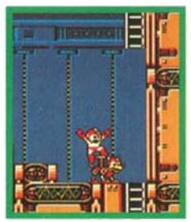
There's a new villain gumming up the works of Mega Man's utopian world. His name is Dr. Cossack and he's mounting an attack on the blue bomber with eight robot leaders. It's up to Mega Man to scrap these mechanoids and head for Cossack Castle.

TOP SECRET PASSWORDS JAN. 1992 NES CAPCOM ADVENTURE NINTENDO PLAYER'S GUIDE

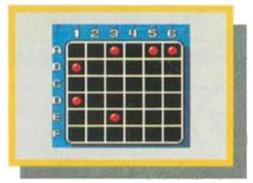
DIRECTIONS TO COSSACK CASTLE

You can defeat the leaders of Dr. Cossack's mechanoid army in any order. The passwords in this review follow one possible progression which allows you the best weapons and tools for every situation. When all eight of the robots are down, you'll move on to a big battle in Cossack Castle.





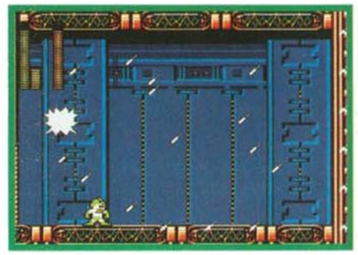
You'll begin with the spring-loaded Rush Coil. Other items will come your way later.

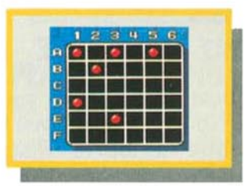


BRIGHT MAN STAGE

The world of Bright Man is often dark. If you break a bulb-tossing red mechanoid, the lights will go out. You can restore the light by blasting a small green machine. When it's time to deal with Bright Man, you should activate Toad Man's Rain Flush and wash him away with seven torrential blasts.

When everything has gone dark, restore the light.

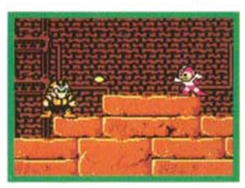




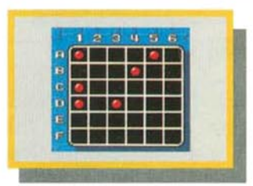
PHARAOH MAN STAGE

Dig deep into Pharaoh Man's pyramid world and discover the power of his amazing Pharaoh Shot. Before you go underground, run along the surface of the desert past the pyramid entrance and collect the Balloon Adapter. Then continue your expedition and freeze Pharaoh Man with Bright Man's Flash Stopper.

Escape from the Mummy Maulers before they hit you with their heads and ride the Floating Faces to safety.



Pharaoh Man will go down in a snap if you freeze him first, then pelt him with the Mega Buster.

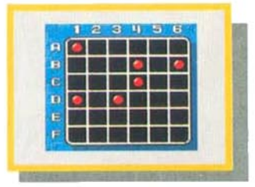


RING MAN STAGE

Saturn Seekers try to knock you off disappearing platforms, Hippo Launchers send out robot-seeking missiles and a Spring King throws rings in this tricky approach to Ring Man. When you take on the Ring Leader, avoid contact with his Ring Boomerangs and knock him out with the Pharaoh Shot.

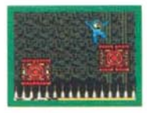
While Saturn Seekers aim to blast you into mega bits, your new friend Fliptop hands you Power-Ups.

Send Ring Man spinning with the mighty Pharaoh Shot.

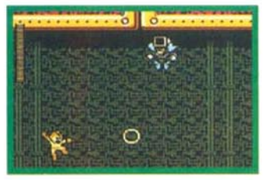


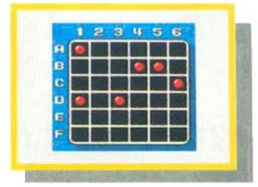
DUST MAN STAGE

The duke of dirt reigns over this junk-crushing factory stage. Avoid being flattened by powerful pistons and blast away piles of compressed scrap metal that block your way. In your fight with Dust Man, you should pull away when he tries to suck you in and jump from his flying debris. Then hit him with Ring Boomerangs.



Leap from one compressed block to the next, then plow through piles of scrap on your way to Dust Man.

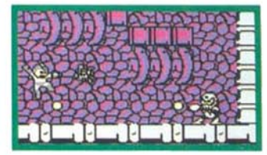




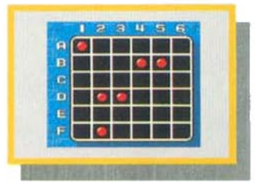
SKULL MAN STAGE

The bony world of Skull Man is full of surprises. Stay clear of bone-tossing skeletons and try to blast worm-like green robots before they can push you over the edge. Skull Man protects himself with his Skull Barrier. Wait for the Barrier to break up, then hit him with Dust Man's Dust Crusher.

You'll have to navigate a skeletal maze in Skull Man headquarters. Don't get beaned by bones.

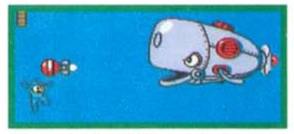


When Skull Man's Skull Barrier is gone, you can blast him with the Dust Crusher.

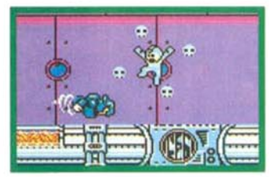


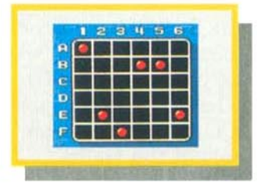
DIVE MAN STAGE

Mechanical sea creatures inhabit the depths of the Dive Man Stage. Blast them before they knock you out of the water. Also, look for a hole in the floor of this stage and dive down to retrieve the Wire. During your dealings with Dive Man, you should jump clear of his Torpedo Attack and protect yourself with the Skull Barrier.



Giant mechanical Whales and depth charges rule the waters of the Dive Man Stage.



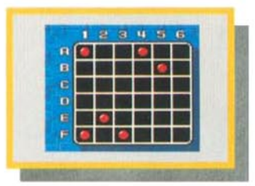


DRILL MAN STAGE

Deadly spikes and giant boulders are set to knock you senseless in this dangerous den of dirt and concrete. When you make your way to Drill Man, you'll be shelled with Drill Bombs and surprised by the leader's up-from-the-underground attack. Wait until this mechanized maniac surfaces, then hit him with Dive Missiles.

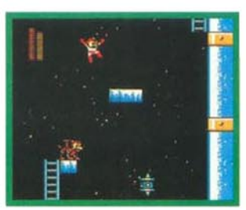
If you touch the spikes in Drillville you'll break up instantly.

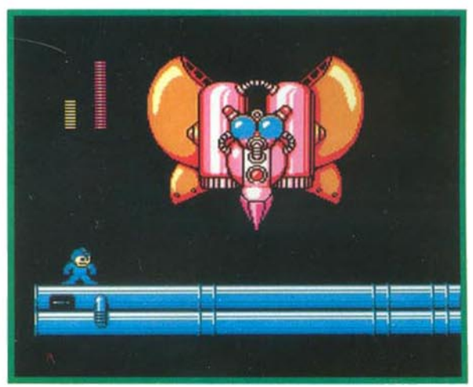
Use Dive Missiles to counter Drill Man's Drill Bombs.



DR. COSSACK'S CASTLE

Get set for multi-stage madness in Dr. Cossack's Castle and beyond. This most advanced password drops you off outside the castle. Once you clear the castle's four stages and beat Cossack, you'll learn that Dr. Wily was behind this plot from the very beginning. Cossack is a well-meaning scientist who was coerced into helping Wily with his evil plans. Now, you must defeat Dr. Wily so that he'll never bother Cossack again.





You'll discover some mighty mean machines in Dr. Cossack's Castle.

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METAL GEAR

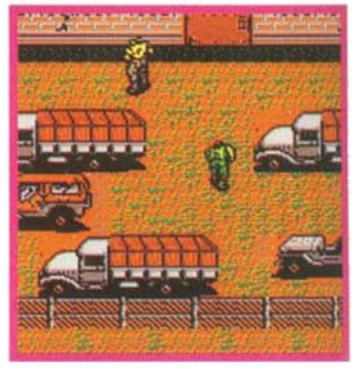
SNAKE SNEAKS INTO OUTER HEAVEN

When it's time to infiltrate Outer Heaven's headquarters, the elite Fox Hounder group calls on Agent Solid Snake. The Hounders aren't sure what Metal Gear is, but Snake's mission is to destroy it. Use these passwords to infiltrate the encampment.

21J12 14J13 16641 11116 41112

BEHIND ENEMY LINES

This password puts you inside the Outer Heaven compound. It's night, and you're about to pick your way past sentries and guard dogs as you search for Grey Fox and the mysterious Metal Gear. You're equipped with Binoculars, a Hand Gun, a Grenade Launcher, a Gas Mask and several other tools of the trade.



4ARBJ KJZ46 W6E15 E14S6 NK1KK

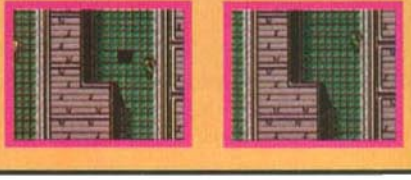
BUILDING1

This code takes you to the area outside Building 1. You'll have a two-star ranking. By the time you clean this building out you'll have neutralized the Shotgunner and found the bomb Blast Suit, Enemy Uniform and Infrared Goggles, which let you detect the rays that constantly scan the halls for intruders.

PASSWORD	STATUS	ITEMS
4ARBJ KJZ46 W6E15 E14S6 NK1KK	*EAST ELEVATOR, BUILDING 1 EN ROUTE TO THE REMOTE-CONTROLLED MISSILES*	*Hand Gun(92) Mines(5) Explosives(10) Machine Gun(100) Grenade Launcher(10) Silencer Cards 1-4 Gas Mask Binoculars Cardboard Box Bomb Blast Suit Enemy Uniform Goggles Mine Detector Body Armor Rations(5)*
5ZRZJ KZZBB H4E1C M11SB N6NTL	*OUTSIDE BUILDING 1 EN ROUTE TO THE COMPASS*	*Hand Gun(141) Machine Gun(200) Mine(3) Explosives(10) Grenade Launcher(50) Rocket Launcher(0) Silencer Cards 1-6 Gas Mask Binoculars Cardboard Box Bomb Blast Suit Uniform Goggles Mine Detector Body Armor Antenna Rations(7)*
5ZZZJ KZZJA 3OO6U UYRTZ N6NVL	*OUTSIDE BUILDING 1 EN ROUTE TO DR. PETROWITCH*	*Hand Gun(130) Machine Gun(250) Grenade Launcher(90) Rocket Launcher(30) Missiles(5) Mine(20) Explosives(20) Cards 1-7 Gas Mask Binoculars Cardboard Box Bomb Blast Suit Enemy Uniform Goggles Mine Detector Body Armor Antidote Antenna Compass Oxygen Rations(6)*
5ZZZZ OZZZG EOOLY UYQZZ NPNR6	*OUTSIDE BUILDING 1 THE FINAL MISSION*	*Hand Gun(74) Machine Gun(222) Mine(20) Grenade Launcher(20) Explosives(20) Rocket Launcher(30) Missiles(17) Cards 1-8 Gas Mask Binoculars Cardboard Box Bomb Blast Suit Enemy Uniform Goggles Iron Glove Mine Detector Armor Antenna Antidote Flashlight Compass Oxygen Rations(12)*

REMOVE THE PITFALLS

To stop pits from opening, press Select and A to go to the Transceiver screen. Press Select again to return to the room. The pit will appear to be gone, but what there was of it is still there. Be careful walking around it.



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METALSTORM

HEAD OVER HEELS ACTION!

MetalStorm could very well be one of the most underrated action games of all time. The graphics are very good. The play control may take a while to get used to, but once mastered, is nothing but excellent. Check out what Irem has done in the latter stages with these passwords.

276 P3RF 7VJ

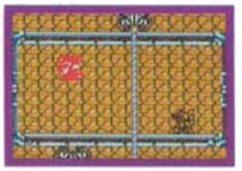
STAGE 3

It's best to try to get the Power Beam when working your way through any of the Stages. Gultzen, a robotic menace who will only take damage when his midsection is open, awaits at the end of Stage 3. Avoid the vertical and horizontal lasers and move from corner to corner while firing at Gultzen.

44! PN22 LNØ

STAGE 4

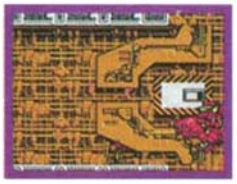
For the first half of Stage 4, your M-308 Gunner will be enclosed in a "cage" which moves horizontally and vertically throughout the stage. Mastering and using the Reverse Gravity Jump is a must. Pick up the Gravity Fireball Power-Up to easily slice through the many Space Mines in this stage.



DH4 GQCC BN7

STAGE 5

At the end of Stage 5, Mutatron will greet your robot fighter. Watch out for and avoid the bouncing lasers, 90 degree lasers and plasma waves which it shoots out at you. As with other major enemies, possessing the Power Beam will increase your chances of survival in battle.



8K6 3CR1 739

STAGE 6

Having complete mastery of the Reverse Gravity jump is necessary to defeat the Triad Voltars at the end of Stage 6. This particular jump requires your robot to leap up and then change its gravitational orientation by 180 degrees. Land on the Voltars and constantly shoot at them as they circle the room.

94J LZH3 93G

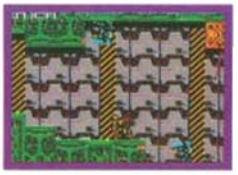
STAGE 7

At the end of Stage 7, you'll have to face each of the main bosses from the previous stages and then you'll move on to the Self-Destruct Device. Move to the right side of the screen and take out each one of the four ships as they fly out of the main vessel. You'll have 30 seconds to complete the mission.

HØN NTQ3 FZR

STAGE 1: SECOND QUEST

Another nice feature about MetalStorm is that it has another quest. The enemies are the same, but now, they will all shoot at you. They will also be faster and more concentrated in most areas. It may be necessary to devise new attack procedures for the second quest.



1990 IREM America Corp.

METROID

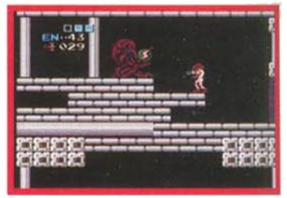
EXPLORING SR388

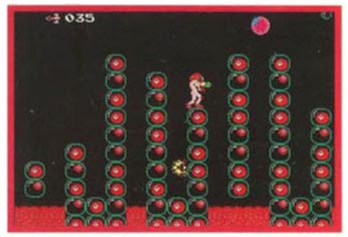
The planet of SR388 has been overrun by the Metroids and their alien horde of creatures, including two mini-bosses. The passwords printed here let you begin Samus' mission after major achievements. The Special Powered-Up password gives you the edge in exploring SR388.

Ø07ltp W2ØØØØ
Ø25kHa 8AØØ?Y

INTO THE FIRE

You'll begin in Brinstar with two Energy Tanks, the Ice Beam, Bombs and 35 Missiles. Replenish the Energy Tanks first, then head down and to the right to find the entrance to Norfair. This fiery realm contains the High Jump Boots, the Wave Beam, the Screw Attack, plus many Missiles and another Energy Tank. The Screw Attack and High Jump are the most valuable weapons after the Ice Beam. Leave the Wave Beam behind.





Make sure you pick up the Screw Attack and High Jump Boots before heading down into Ridley's Hideout. If you fall off one of the bubbles along the way, you'll have a tough time getting out of the lava.

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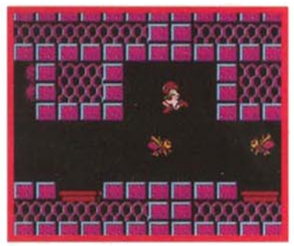
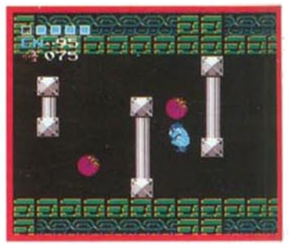
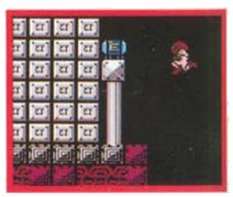
ØAFw9Y 18ØØsb

RIDLEY'S LAIR

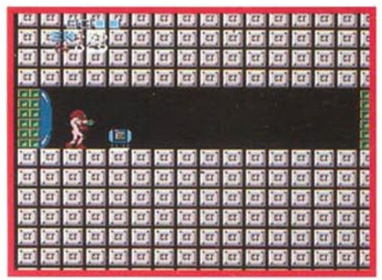
Samus finds herself at the entrance to Ridley's Hideout and armed with four Energy Tanks, 68 Missiles, the Wave Beam, High Jump Boots, and Screw Attack. You'll need to replenish the Energy Tanks before moving on. Try filling up with the Rios in the room to the right of the entrance. There are two Energy Tanks in this Area, but one has a pitfall in front of it and the other can be obtained only after defeating Ridley.







Use Missiles against Ridley, or blast him with the Wave Beam while hopping in the lava below. Then get the Energy Tank beyond Ridley.



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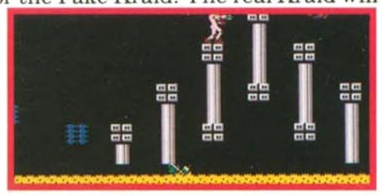
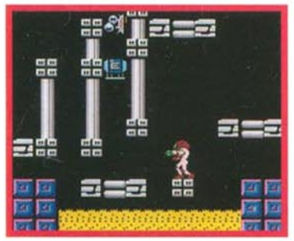
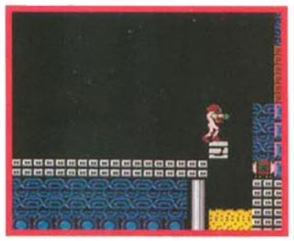
ØØVvjS 3mØØn?

READY FOR KRAID

With six Energy Tanks, 155 Missiles, and all the other goodies Samus has collected up to this point, it's about time to go after Kraid—one of the mini-bosses. You'll begin in Brinstar. Bomb through the floor of the first shaft area and take the elevator down to Kraid's Hideout. You might want to fill up your Energy Tanks in Brinstar where the enemies are more predictable. Keep an eye out for the Fake Kraid. The real Kraid will put up a real fight.





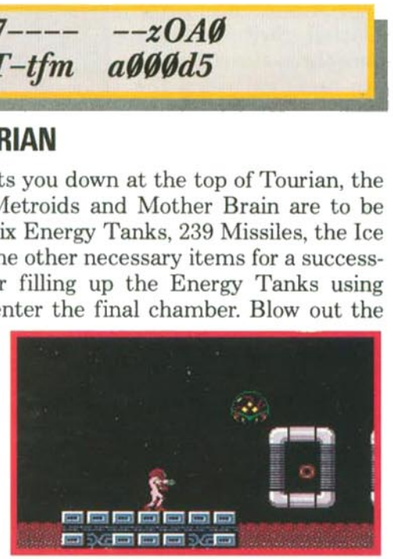


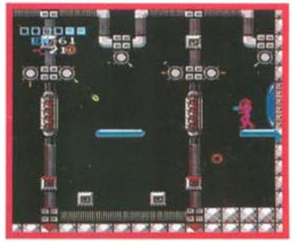
Make sure you have filled up your Missiles before attacking Kraid. You can stand in the lava near the door, or on the same spot as Kraid. In either case, you're going to take damage, so don't attack until your Energy Tanks are full.

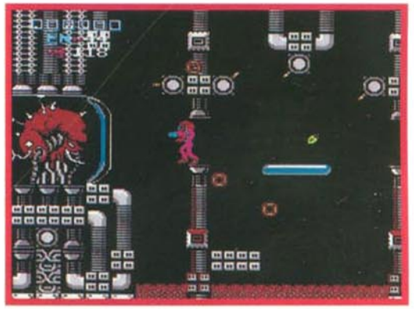
M7---- --zOAØ
2T-tfm aØØØd5

TOURING TOURIAN

This password sets you down at the top of Tourian, the area where the Metroids and Mother Brain are to be found. You have six Energy Tanks, 239 Missiles, the Ice Beam and all of the other necessary items for a successful mission. After filling up the Energy Tanks using Metroids, you'll enter the final chamber. Blow out the Zebetites (life support), then blast the Mother Brain with Missiles.







Freeze Metroids with the Ice Beam before pumping five Missiles into them. Blow out the Zebetites, then use Missiles on the Mother Brain while shooting from the platform in front of her. After that, you must escape the planet.

POWER TO SAMUS

Using the password JUSTIN BAILEY (the second row should be all dashes) you can start out with Samus in Norfair, with five Energy Tanks, 255 Missiles, the Screw Attack, High Jump Boots, Wave Beam and Bombs, plus, Samus won't be wearing her outer-space suit. When Samus can't jump over some obstacles, she might be able to bomb herself over them. Repeatedly drop Bombs and stay rolled up in a ball.

Use the Bomb Up technique to collect out-of-reach prizes like the Energy Tank in the ceiling of Brinstar.

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MISSION: IMPOSSIBLE

THIS MESSAGE WILL SELF DESTRUCT IN 5 SECONDS

The people at Ultra came up with a game that nearly matches the title. However, contrary to that notion, it is possible to complete all of the missions. Use the passwords provided to help you work on certain stages which may be giving you trouble.

H M P R

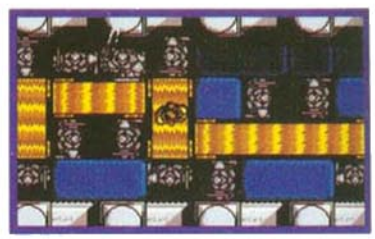
STAGE 2

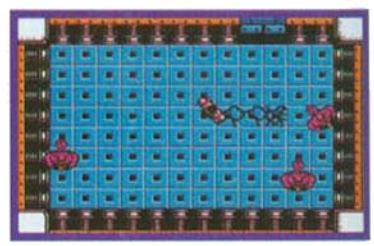
In Stage 2 you'll find yourself strapped into the driver's seat of a jet-boat. At high speeds, it's extremely difficult to accurately negotiate the narrow waterways of Venice. Avoid buildings, bridges and enemy boats as you make your way toward the Syrinx Temple. If you have slow-mo on your Controller—use it!

K M V W

STAGE 3

In the Syrinx Temple, you'll want to pick up some clues, destroy the Alarm and hit the Pitfall Switch. There are three attaché cases to be found along the way as well as the all-important Street Pass and First Aid Kits. Circle around the boss at the end of the stage to make the floor cave in and fall away, taking him with it.

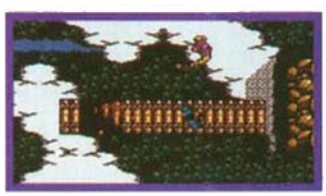


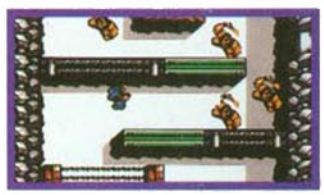


X D G J

STAGE 4

Arriving in Switzerland, the team is looking for Dr. O and Shannon. There are many difficult areas in Stage 4. The bridges will fall away when you cross them. They can be extremely hard to get across, especially when there is an enemy charging at you from the other side of the bridge. Get a clue and punch a rock wall on the other side of the bridge to make the Illusion Switch appear.





Enemy gangs appear in Switzerland. Sometimes it works best to lure them to you and then fight. Use different characters to fight different enemies.

T V J L

STAGE 5

Welcome to the Swiss Alps. You won't be glad you came. It's a good thing you have this password because it's going to take a lot of work to master skiing on the Alps. Use your ski poles as weapons. As always, avoid everything! Wide cracks in the snow will appear and will cause you to wipe out. The best way to make it down the slopes is to practice and memorize the hazardous locations.

Unstable bridges, fallen tree trunks and a host of other obstacles will challenge even the best video skiers. Be prepared for anything!

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PAPER BOY 2

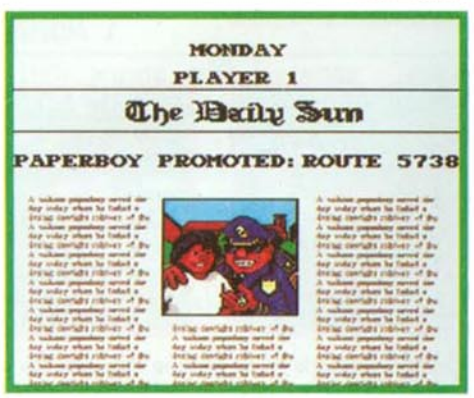
I READ THE NEWS TODAY, OH BOY

Paper Boy 2 might be called the game of suburbia gone mad since everybody and everything seems to be bad news for you. There are three stages, each one tougher than the preceding stage. Passwords for those two highest stages are listed here, but be forewarned—they won't be easy.

5 7 3 8

MIDWAY

Midway has all the problems of Easy Street and then some. The action is faster and there are new distractions and dangers. Pay attention to traffic at the intersections and keep in mind the locations of the "Attack Houses" with cannons and gargoyles.

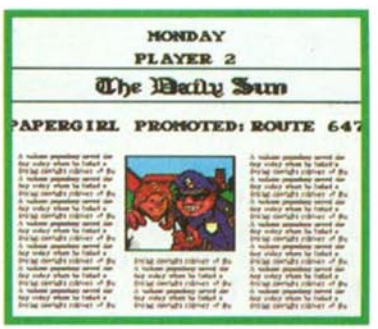


When you're promoted to the Midway Route, get set for more of a challenge. Nobody said climbing the corporate ladder was going to be easy. In fact, the way is filled with obstacles.

6 4 7 9

HARD WAY

When ghosts and paperboy-eating mastiffs spot you pedaling by, they'll come out into the street and pursue you. Take them out with a well-thrown paper. If you finish your route, you'll move on to the Bonus Stage where you'll throw papers through targets while dodging cones and partitions.



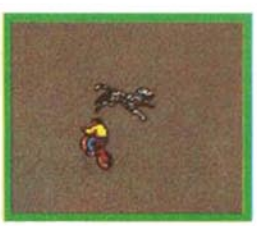
Don't relax once you've entered the Bonus Stage. If you crash here, you will lose a life just as if you were on the route.

DANGER ON THE STREETS

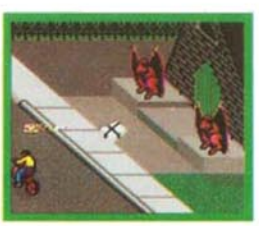
The moving men will move in front of you with a couch. It'll take some quick steering to get around them.

A runaway baby carriage rockets from the top of the screen. You'll be a hero if you stop it.

The owner of this house must have heard that a man's house is his castle. Watch out for cannon fire!



Neighborhood dogs have a taste for newspapers, it seems, but they are easy enough to avoid.



Not all of the people in the neighborhood are neighborly. The gargoyles shoot fire at unwelcome passersby.

Even in this suburban paradise you'll find the ugly specter of crime. You can help the cops nab the robber.

TM & © 1991 TENGEN

PILOTWINGS

IT'S A FESTIVAL OF FLIGHT!

PilotWings, one of the first games introduced for the Super NES, combines simulation and elements of action to produce a unique, entertaining game. A person of any age can enjoy this game—it has broad appeal. Eight Areas, as well as two undercover helicopter missions, will test your knowledge of flight and aerial acrobatics. Make your Flight Instructors proud!

9 8 5 2 Ø 6

AREA 2

After breezing through Area 1, or entering the password above, you'll arrive at Area 2. You will be subjected to Light Plane, Skydiving and Rocketbelt tests. Pay very close attention to your altitude and airspeed gauges while flying the Light Plane.

Pressing the A Button gives the Rocketbelt a big burst of power. Pressing the B Button gives less. Learn to use both depending on your location, altitude, bearing and fuel supply. At times, a great deal of patience is required to execute a perfect landing. Patience and luck will be the keys to landing on a moving platform.

3 9 4 3 9 1

AREA 3

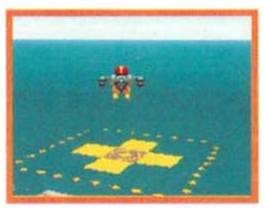
OK. Things start to get more difficult in Area 3. The flight crew has assembled the Hang Glider in preparation for your first attempt to fly the video kite. Be prepared for an extended flight in the Light Plane. You'll have to fly through a ton of hoops in Area 3.

Steer the Hang Glider toward the rising white puffs. This is where you'll be able to catch a thermal current and ride it to the required height before returning to the target landing area. Turn around quickly if you miss the thermal and try it again.

5 2 Ø 7 7 1

AREA 4

The landing targets in Area 4 have been placed in more difficult locations than in previous Areas. If you miss a target, you could end up in the water. For this costly error, you will receive the lowly sum of zero points which makes it very difficult to reach certification for the Area.



1 Ø 8 Ø 4 8

1st HELICOPTER MISSION

Move in a random zig-zag pattern at your ceiling of 630 feet and take out as many anti-aircraft guns as possible as you make your way toward the enemy base. Cut your throttle and land on the yellow "H" at the base to rescue the hostages.

4 Ø Ø 7 1 8

AREA 5

The location seems familiar, but the weather conditions have changed drastically! It's not quite as easy to fly and maneuver in this weather. The level of difficulty just keeps going up. If you really want to impress your Skydiving Instructor—land on the moving target! For your efforts, you'll receive a Bonus Flight.

7 7 3 2 2 4

AREA 6

We're starting to get into the truly difficult Areas now! The Rocketbelt test in Area 6, with its horizontally-placed rings and windy conditions, can test the nerves of an unprepared flight student. Some students prefer to switch to an overhead view when going through the rings. Press the R or L Button to switch views.

Keep the Light Plane's altitude low so you can pass through the rings. Keep the plane's airspeed down, too.

1 6 5 4 1 1

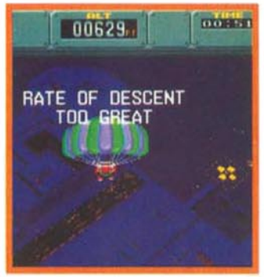
AREA 7

High winds will be your main hindrance in Area 7. It's very easy to get blown off course. Figure out which way the wind is blowing and then either go against it or with it. A crosswind can be devastating to your score.

7 6 Ø 3 5 7

AREA 8

Lesson 8 is conducted at night. It's not overly dark, but you should pay attention to your radar to find your target. The Instructors are preparing you for your second Helicopter Mission with this nighttime test.



8 8 2 9 4 3

2nd HELICOPTER MISSION

Your mission is vital. A secret agent has penetrated the EVIL Syndicate. Because of your superior flying skills, you have been chosen to go in and get him out! The target acquisition of the enemies' anti-aircraft guns has been improved. They can shoot your helicopter out of the sky much easier than in your first rescue mission. If you fly in a predictable manner, they will shoot you down.

BONUS FLIGHT

If you happen to land on one of the moving targets while using the Rocketbelt or when Skydiving, you'll get to experience a Bonus Flight. Follow the instructions you are given. Good luck!

Flap your wings with all of your might. Bird Man must jump on all of the squares to get a high Bonus point total.

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POPULOUS

THE GOOD SHALL INHERIT THE WORLD

Controlling your population on even the best of all possible worlds isn't easy. You need a plan and a little luck. Look for ways to take advantage of natural imbalances, as in the examples below. The chart lists the easiest worlds, and the toughest.

J5S2N5ND

WORLD 244: SILLY LAND

Silly Land will give any aspiring diety a serious run for his manna. The Increase rate is only half that of the Decrease rate, and movement in this spacey terrain is prohibitive. In World 244, you have a slight advantage in that you can create Knights to overrun the enemy.

S1D2LD

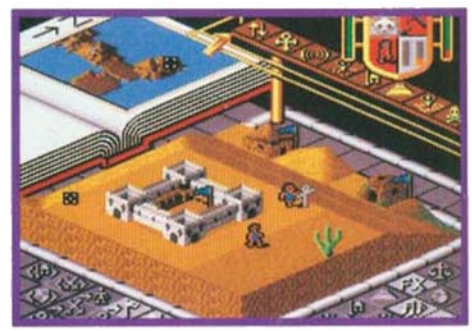
WORLD 325: PIGLET WORLD

Always consider the odds when choosing a world. In 325, for instance, you begin play without any advantages. The computer opponent has all five command options, and you have none. Even worse, your foe has fast reactions. You should build and settle quickly.

V4RY5ZL2N

WORLD 988: DESERT

World 988 is the final world of Populous. At the beginning of the game, you'll be outnumbered 13 to one against an opponent with top reaction speed and a good rating. Since water is fatal and swamps are bottomless, sink enemy Knights in swamps as they search for your settlements.



YOUR ADVANTAGE			CHALLENGE SERIES		
WORLD	LAND	PASSWORDS	WORLD	LAND	PASSWORDS
#181	CAKELAND	K2LL3M4	#72	SILLY LAND	B2NP4LD
#244	SILLY LAND	J5S2N5ND	#120	CAKELAND	SW15H1M
#307	JAPANESQUE	M2M5M1R	#325	PIGLET WORLD	S1D2LD
#405	BIT PLAINS	K2LLTB1R	#375	GRASSY PLAINS	SC51SM4T
#462	PIGLET WORLD	B1D53TT	#397	JAPANESQUE	L1PH2PT
#586	FRANCAIS	B2LA1H5L4	#482	ROCK&LAVA	SH1DW2L5LD
#632	SILLY LAND	SW12ND5R	#555	JAPANESQUE	Q1Z3B5Y
#677	SNOW&ICE	S1D53T5LD	#842	DESERT	B2LW2L2CK
#712	ROCK&LAVA	B2NGBP1L	#900	JAPANESQUE	H5B4P1L
#890	DESERT	E51L5PT5RY	#921	SILLY LAND	N2M2K45RD

STAGE SELECT

In Conquest Mode, push the Pause Icon and move the cursor over the map. Now press the L Button and hold it as you press A. Next, press and hold the R Button, then press and release the Y, B, X, A, and Select Buttons. Let go of the R Button and go to the Armageddon Icon. Press the A Button and, if the Icon stays gray, go to Game Set up, move to Conquest and press the A Button. Select your world using X and B.

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POWER BLADE

HELP NOVA SAVE NEW EARTH

The year is 2191. Everything is peaceful. One day, however, something went very wrong with the Master Computer. It can't be shut off—it must be destroyed. Nova is the government's top Special Agent. He must make contact with six Agents stationed throughout the six stages. They'll give Nova an I.D. card which will allow him to access critical control panels.

D 2 B B 3 9 4 Ø

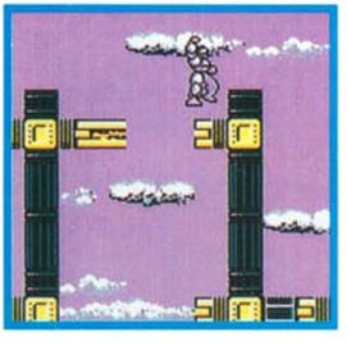
SECTOR 3

Sector 3 combines elements of ultra-modern technology and nature. There's greenery everywhere! Your contact Agent is located in the upper left region of the Sector. Get both Power Armors.

9 6 B 3 D 1 2 5

SECTOR 4

Scaffolding and lots of ladders are what Nova will have to deal with in Sector 4. The Agent is down in the icy basement. Both Power Armors are in the upper regions. Throw the Power Blade!



B 4 D F 5 7 2 D

SECTOR 5

Nova arrives at the Sector 5 shipyard and is greeted by a host of gun-toting enemies. The Sector 5 Guardian is a blue robot creature who sits cross-legged. It appears and disappears randomly. Use your Energy Tanks when battling the Guardian.

5 J 5 2 9 F Ø Ø

SECTOR 6

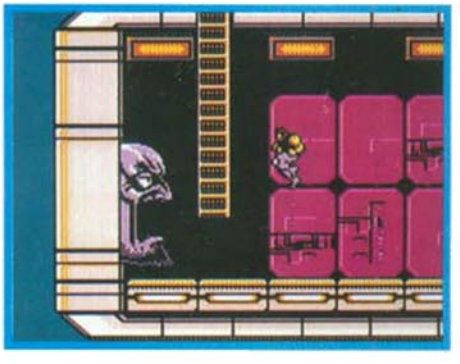
A tall, silver robot will stalk Nova at the end of Sector 6. Use your Grenades if you have them. Jump off of the disappearing Blocks and shoot at the robot.

The Agent will be waving at Nova when he shows up in the area. Get an important I.D. card from each Agent.

7 7 K D 1 Ø G J

SECTOR 7

Sector 7 is a giant nondescript base. There is no Agent to contact. The main boss is a large, grotesque looking man/robot that reappears.



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PUNCH-OUT!!

LITTLE MAC TAKES ON THE WORLD!

Hailing from the Bronx in New York, Little Mac is ready to take on the challenge of the world's best boxers. Mac may be diminutive in size, but he sure makes up for it in heart. Doc Louis, a former heavyweight champion and Mac's trainer, will be on hand to give advice to Mac in between rounds during each fight.

ØØ5 737 5423

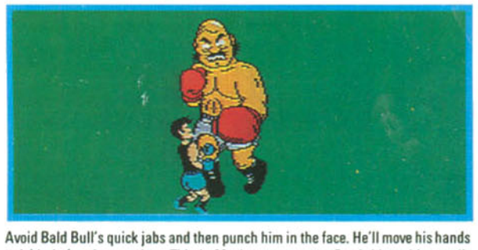
MAJOR CIRCUIT

To bypass Glass Joe, Von Kaiser, King Hippo, Piston Honda and the Minor Circuit, enter the password above. Now you're ready for the Major Circuit. The competition is much better. Remember, three knockdowns in any given round constitutes a technical knockout or TKO. Try to wear your opponent down as you move toward the end of a round so you can knock him down quickly in the next. Here's who Mac will face.

When King Hippo opens his mouth and before he throws a punch, smack him in the mouth. This will cause his shorts to fall. Now, hit him repeatedly in the gut. Repeat the process.

Pound Don Flamenco with repeated blows until Mac tires. Avoid his roundhouse punches until your energy is restored. A repeated left-right combination of punches will put him away.

Sidestep Glass Tiger's uppercuts and jab to his face. Block his magic Tiger Punches until he stops circling. He will then be vulnerable to a strong jab to the face for a knockdown.



Avoid Bald Bull's quick jabs and then punch him in the face. He'll move his hands quickly before he punches. This is Mac's cue to move. Catch him with a well-timed blow to the midsection when he goes for a short Bull Charge. Avoid the long Bull Charge.

CREDITS

If you would like to see the names of the people who helped create this great game, enter the following code: 106 113 0120. To access the credits screen after entering the code, press the A, B and Select Buttons at the same time.

777 8Ø7 3454

WORLD CIRCUIT

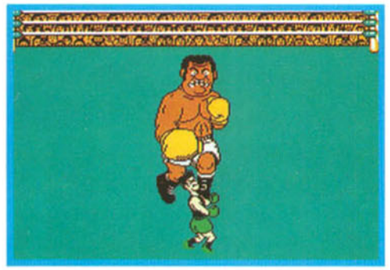
Only the most powerful and cunning boxers are ranked on the World Circuit. Every bout can be a challenge even for more experienced Punch-Out!! players. Piston Honda, Soda Popinski, Bald Bull, Don Flamenco and Mr. Sand Man await the day that Little Mac will take them on!

Dodge to the left when Soda Popinski pauses during his "Dancing Jabs" flourish. When he ducks down, put up your guard, then throw a body blow.

Jab once then dodge Don's Flamenco punch. Counter with repeated left/right combinations to his face. After he goes down once, throw a left body blow to get a Star.

As Honda approaches for his "Piston Punches," give him a body blow to get a Star then block the punches. You can also get a Star if you hit him when he wiggles his eyebrows.

Bald Bull can only be knocked down with a Star Punch or by countering his Bull Charge. When he does a short Charge, hit him with a body blow on his third bounce for a knockdown.

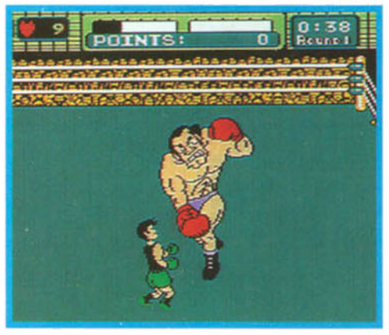


Mac can't win this one by a decision. When Mr. Sand Man flashes, dodge to the left three times then punch him once in the head and 10 to 12 times in the stomach.

94Ø 861 8538

SUPER MACHO MAN

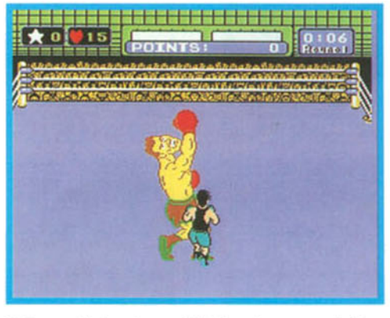
Little Mac can't win this bout by a decision, either. Begin dodging to the left when Super Macho Man flashes to avoid his spinning punches. Continue to dodge them until he stops throwing them. Dodge, then punch him in the head after he throws an uppercut.



ØØ7 373 5963

MR. DREAM

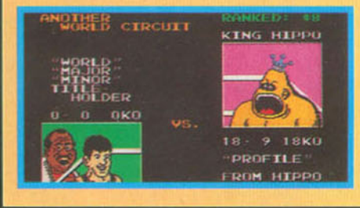
For the first 1:30 of Round 1, just avoid Mr. Dream's uppercuts. You can try to counter, but it's dangerous. When he throws his first set of Lightning Jabs, just dodge them. To counter his second set of jabs, hit him in the face when he blinks his eyes. You'll get a Star. Knock him out, Little Mac!



If Mac gets hit by only one of Mr. Dream's uppercuts, he'll go to the canvas—hard! Avoid them at all costs.

ANOTHER WORLD CIRCUIT

Enter the code: 135 792 4680. Now, press the A, B and Select Buttons at the same time. Mac will arrive at Another World Circuit to face King Hippo and others. There won't be anyone new to fight, but the order in which Mac faces them is different than before.



© 1987 Nintendo

RIVER CITY RANSOM

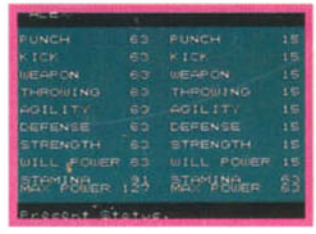
SEND THE RATS PACKING

Gangs of goons have taken over the streets of River City, and they've kidnapped street fighter Alex's girlfriend to boot. By entering the passwords in this review, you can help Alex clear the city of crooks and knock out Slick, the kidnapping fiend.

w412ysgtMqc MUSjKm2PqtE UJMNdUTGOQC

POWER-UP AND START PUNCHING

You usually start the game with minimal punching and kicking skills. By keying in this password, though, you can start in style. All of the gang leaders are still in the picture at this point, but you possess the power to run through the city with fists flying, emptying the streets in a hurry.



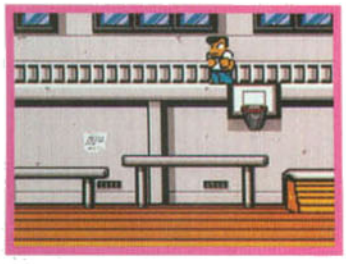
With a good starting password, you can show the creeps of River City that you mean business from the very beginning.

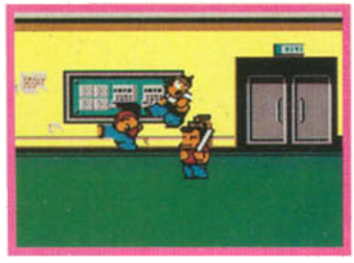
mubsoiWsugi SL8qcQgFQ3S eTWXnedgbYM

HITTING HOOLIGANS IN THE HALLS OF RIVER CITY HIGH

The mastermind behind this whole operation is Slick. He's been holed up in the High School while you've been beating up creeps on the streets. Slick's High School guard, Ivan, will fight you for admittance to the school only after you've toasted all of the gang leaders in the city. Key in the password above and Ivan will be waiting for you outside of the school. The passwords shown below leave the school unlocked and unguarded.

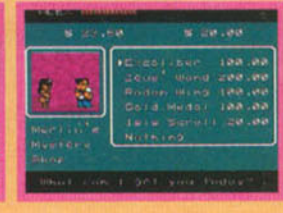
PASSWORD	RESULTS
t1izvpdOZnZ JxNkJp7Cpub XMPQgXErSMF	Ivan has been beaten and the High School is open, but the hooligans inside remain.
XfMdZTHwiR3 jaj6jfRUDEt tilm2tWRo8b	All of the fighters in River City High School are gone with the exception of the mighty Slick.





MERLIN'S MYSTERY SHOP

The shops of River City are a good source for special items. You'll discover one of the most important shops in the city in the darkness of the Armstrong Thru-Way Tunnel. Position your fighter under the fourth light from the left and press Up on the Control Pad. A door leading to Merlin's Mystery Shop will magically appear!



TM & © 1989 American Technos

ROCKIN' KATS

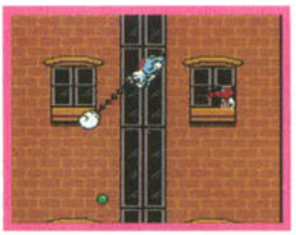
CHANNEL CHANGING WITH ROCKIN' WILLY

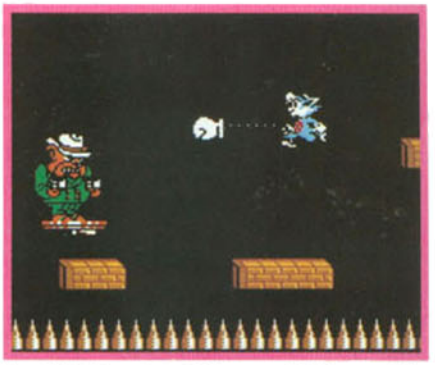
Rockin' Kat Willy is racing through five cartoon channels to save his girl, Jill, from the clutches of crime boss Mugsy. You can complete the first four channels in any order. Then you'll be able to flip to Five and rock on.

67GDZ♫JGK▲

CHANNEL FIVE

The final cartoon caper takes place on the streets of New York. When the episode begins, you'll have $2,402! That's enough cash to buy every weapon on the Shopping Channel along with two 1-Ups and a few tries at the bonus games. Once you're Powered-Up, you can tune in and start swinging through the city. Mugsy has pulled out all of the stops for the last show. Every crook who had a starring role in a previous caper will make an appearance. You'll also battle the big guy himself. Get ready for a wild ride!

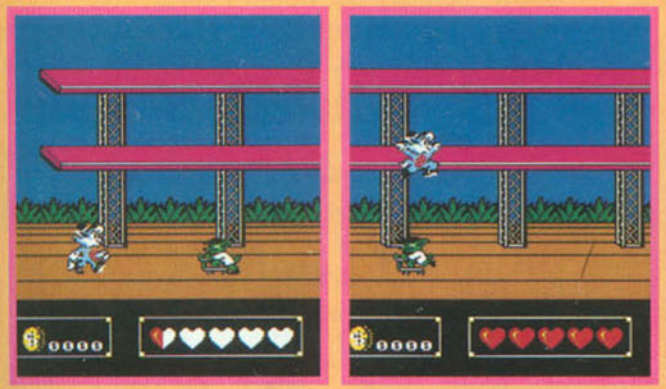




New York is Mugsy's turf. Swing up to his hideout and give him a mouthful of Punch Gun power. What a finale!

INSTANT ENERGY

You can help Willy power past Mugsy's minions with a code that gives him full energy at any point in the game. If Willy's Hearts are nearly empty, press the Start Button to pause the action. Then press Down on the Control Pad along with the A, B and Start Buttons, all at the same time. Willy's empty energy Hearts will fill up in a snap. Use this trick whenever he needs an energy boost.



STOP AND SHOP

If you're in need of a special weapon, but you're in the middle of an episode, you can interrupt the action and start shopping with a key-in code. Press the Start Button to pause the game, then press the A Button three times. You'll zap back to the channel select screen. This will give you a chance to tune in to the Shopping Channel and buy anything you need.

TM & © 1991 Atlus Software Inc.

ROGER CLEMENS MVP BASEBALL

A CHAMPIONSHIP SEASON

The MVP Baseball season comes to a close with the World Championship Playoffs. By keying in the passwords in this review, you can step into the first series of the playoffs and guide any of the four division leaders to victory.

WVBBBB BBBBBB BBBBBB BBBXRB

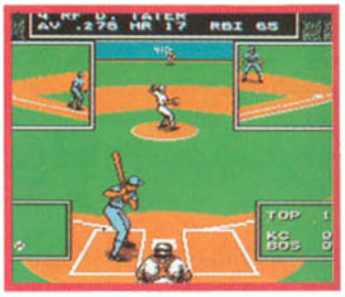
OAKLAND BASHERS

The Oakland Bashers have slugged their way to the top of the American Conference Western Division. Now, it's up to you to guide them through a seven game series against Roger Clemens and the Boston Hornets for the American Conference Pennant. Go for it!

5VDCBB BBBBBL BBBBVB BBBZZV

BOSTON HORNETS

The pitching skills of Roger Clemens have helped the Boston Hornets take the American Conference Eastern Division title. You can lead them to the World Championship Series by out-playing their Western Division rivals in a best-of-seven meeting.



BGBBBB BBBBBB BBBBBB BBBYM3

L.A. APACHES

Solid pitching and late inning rallies have propelled the L.A. Apaches over the San Francisco Quakes and their other National League West opponents to the top of the division. If they can get past their eastern challengers, they'll go on to glory in the World Championship Series.

L478JG CZ3MLV XBBBFB BBBBX3

CHICAGO SWORDS

At the beginning of the season, it didn't look like the Chicago Swords would be in first place near the end. But, somehow, this rag-tag bunch has almost made it to the National Conference Finals, just a few steps away from the final series. With your help, they could go all the way.

© LJN Toys, L

SILVER SURFER

INTO THE MAGIK DOMAIN!

Galactus has given the Silver Surfer an all-important mission. With the passwords we have provided, you'll be more than able to help the Surfer accomplish his task. Without these passwords, video surfers will have a very difficult time finishing this game.

K J T T J K

INVINCIBILITY

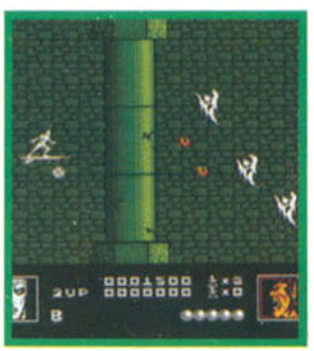
It can't get any easier than this! The power of Invincibility is yours. On the title screen, press Up on both Controllers to access the password entry screen. Enter the password and then press the Start Button. All of the digits will turn to B's. Press the Start Button once again to begin the game.

Each stage has three levels. Some scroll horizontally, others scroll vertically. There will be a boss waiting for the Surfer at the end of each area. No problem!

C K W J T 4

FULL WEAPONS

By entering the password above, the Surfer will always have a fully-powered Cosmic Ray and a full set of Option Orbs to use. However, Smart Bombs and 1-Ups will have to be earned.



Press the B Button to easily redirect the Option Orbs. The Silver Surfer can adjust them to shoot forward, straight down or backward. The Orbs are very useful items indeed!

S J M 3 3 3

UNLIMITED CONTINUES

Normally the Silver Surfer is given four Continues before he has to restart his mission. By entering the password above, he won't ever have to worry about returning to the beginning of the game.

The last stages of the game are extremely difficult to finish. The Unlimited Continues password will come in handy!

© 1990 Marvel Entertainment Group, Inc. © 1990 Arcadia Systems, Inc.

SNAKE'S REVENGE: METAL GEAR 2

THE RETURN OF SOLID SNAKE

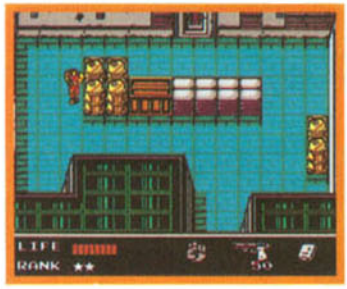
The mad mind behind the original Metal Gear is back, and he's creating another monstrous machine. But Snake's back, too, and this time he has enlisted the help of some commando compatriots. Travel behind enemy lines with them using these passwords.

TOP SECRET PASSWORDS — APRIL 1990 — NES — ULTRA ACTION — NINTENDO PLAYER'S GUIDE

JT?' R.47 9%X8 !7W9
59V!! Q#NG ZXPX 4H

BUILDING 1

Building 1 has three levels. Rescue two prisoners of war to raise your rank and collect all of the weapons and items you can find. When you're attacked by five enemy soldiers, use Grenades and your Hand Gun. Stay near the bottom of the screen while you attack. Move back and forth, left to right to avoid the enemy fire. When you've cleared the room, explore it thoroughly.



G!!QB 3XG9 !.PP NNVM
V3YN 6V39 YQ2? 27

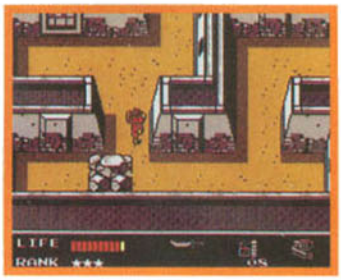
MINED COMPOUND

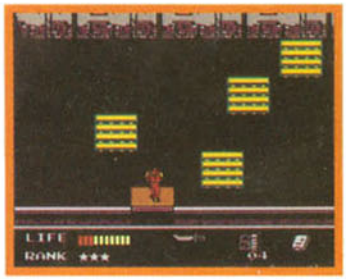
You land in the Mined Compound at Rank 3, ready to search for the Secret Entrance. Rescue the P.O.W. at the top of the compound, then get the Oxygen from the upper right. Find the Plastic Explosives—you'll need them to blow out the Sand Bags from around the Secret Entrance. When it's clear, drop into the hole and go on to the Train.

MBGQ R9Q7 H4H7 4JPV
8#W3 DP7X 4KT? 35

AFTER THE TRAIN

This password leads to the Second Compound. Your objective there is to find and destroy the Battle Tank, but you won't be able to do it unless you first find the Land Mines. Rescue two P.O.W.s to raise your rank.

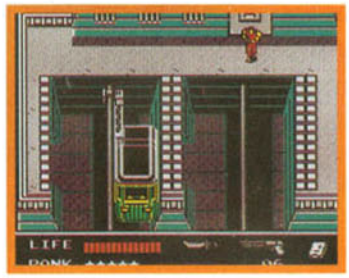


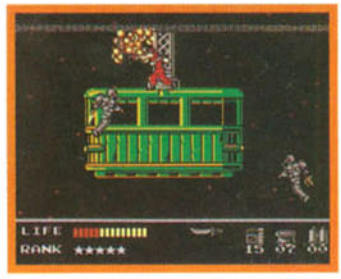


HHK!! —#9% 3%R% N5H—
7H8T PG3K W47W 54

THE TRAMS

The Trams are suspended on cables and transport you from building to building. To get on, just wait on the right until they stop, then step on top of them. Stay near the front or back. If you stay in the center, you'll be attacked by enemy soldiers.





TM & © Konami Industry Ltd.

SOLAR JETMAN

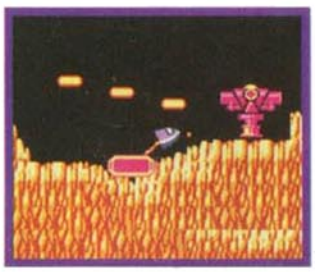
PLANETS FOR SALVAGE

The fabulous Golden Warp Ship has been chopped up into pieces and scattered about the galaxy. As an intrepid Salvage Officer, it's up to you to put the pieces back together again. Use the following passwords to start off in the middle, or at the end of the game.

KLBLBKHBKLGB

PLANET 2: MEXOMORPH

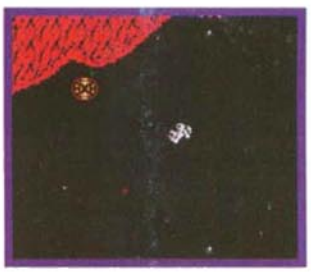
Mexomorph is one of the easier planets on which to navigate. Your first job is to snag the Boosters, then the Navigator. Destroy Anti-gravity planets with Time Bombs.



KLBMKBBGXHHB

PLANET 4: CORSO QUESRO

This quirky world has reverse gravity in the lower caverns. Try the trick of towing Warp Zones with the Nippon ship! Time Bombs and Multi-Warhead Missiles are great for blasting aliens.



KNDHNBHBNWNB

PLANET 6: LEMONTE

With a gravity rating of 40, Lemonte is a challenge for any pilot. Use the Anti Gravity device. Especially useful are the Warp Zones to planets Nine and Ten.

LQGGMQLHNDHH

PLANET 10: SHAMMY GEN

This planet isn't large, but it's dangerous. The narrow passages are sure to damage your pod, so use the Super Shield. Look for a part of the Golden Warp Ship at lower right.

LMGZQBDPZLTG

PLANET 12: MIPLEZUR

Although there are 13 planets that you can visit, the 12th world is where you end the game. This vast world has three hostile areas and a gravity rating of 72.

THE INCREDIBLE Q CODE

Enter all Qs on the password screen and you will be sent to the bonus planet, Planet U. You'll have ten seconds to collect all the gems before being shuttled to Planet 10. Once you're on Shammy Gen, you can either explore it, or blast off for another world. You'll also have six extra pods and astronauts!

TM Tradewest © 1990 RARE, Ltd.

SOLOMON'S CLUB

BEYOND BEFUDDLEMENT

Solomon's Club is one of those puzzling games that gives players headaches, yet keeps them coming back for more. If you've been finding yourself stumped by some of the game's 50 rooms, try skipping ahead using these passwords.

8DHDYJJ8

LEVEL 2-8

You can destroy monsters by knocking blocks out from beneath them. Knock out the block below the Key, then trap the fuzzy enemy, go to the top and drop down for the Key.

JDHHYJJ8

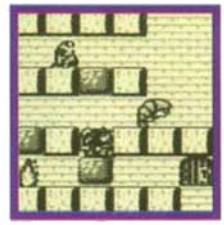
LEVEL 2-9

Block off the ghost in the middle by creating a block below it from the middle opening. Now drop down when the bottom ghost is on the far left, race right, build a block and get the Key.

4DDKJYJ8

LEVEL 3-6

The trick to this room is getting the monsters to fall down into pits. On the lowest level, run to the right, then leave a block beneath the middle opening. Now, getting the Key is easy.



6DDHDYJ8

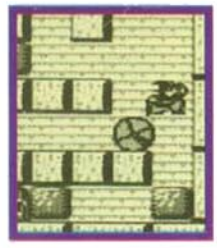
LEVEL 3-8

In this room, you must knock down fire blocks into the pattern shown and reach the top of the room so you can fall down to the Key. Stock up on items at the shop above the Key.

4DDDHDY8

LEVEL 4-8

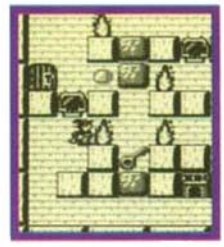
Get the monsters to do the work for you in this stage. When a monster rolls onto a block below, the block is destroyed. Make sure the far right lowest block is destroyed in that manner.

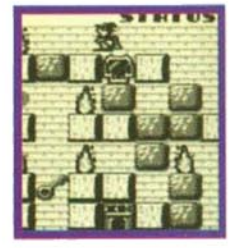


QDDDHSY8

LEVEL 4-10

The Key is guarded by fire, but you can knock out the block above it by reaching through the fire on the left. Now knock out the block below, climb to the top and jump down.





HIDDEN ROOM

Look for one Hidden Room in every level by finding the Wing symbol. In each Hidden Room, search for Solomon's Seal—the big letter S. Shown here is the Hidden Room in Level 2. Try to collect all five of the Seals for a surprise.

TM & © 1991 Tecn

STAR TREK

BEAM UP TO ADVENTURE

The cast of the original Star Trek series is stuck in space with little power and no dilithium crystals. With the help of some passwords you can guide the crew through dangerous territory and work to supply the U.S.S. Enterprise with enough dilithium to complete your mission. A mistake made by Bones allowed the Iotians to make a terrible error. Find out what it is!

P6NVMLF9X6ND

AFTER MASABA

Kirk will have received the Eye of Kakos (Eye Key) on Masaba. This will allow the landing party to retrieve some dilithium crystals, but to fully power the U.S.S. Enterprise, the crew needs to find more. There will be clues which will lead the crew on a journey to the planet Lekythos. Take along Spock and a Geologist to the frozen colony.

Spock will be able to repair the Robot which blocks the southern path on Lekythos. Power the repaired Robot with dilithium to move it.

M?HT!!X!NGGD

AFTER LEKYTHOS

Captain Kirk located enough dilithium on Lekythos to power the U.S.S. Enterprise, but now it's been stopped by a Romulan Bird of Prey. DO NOT go to Red Alert! Open a hailing frequency to communicate with the Romulans. They will examine the ship's log and escort you to your destination, Shroud IV.

BXCZQFVR9Z2D

AFTER SHROUD IV

Again, a Romulan Bird of Prey will stop the U.S.S. Enterprise. This time, you'll have to do battle. Use the red arrow next to Sulu to find the Romulan ship. When the gauge next to Chekov is full, fire full phasers at it.

BD9Z?DVMCZ4D

THE DISCOVER CARD

Beam down to Iotia. Find the Library Card in a pile of books. The Historian should use it on the computer inside the Library. You'll discover what happened to the Iotians. Kirk knows exactly what to do to correct the situation.

J3ØØSS6DKRZX

IOTIA IN THE PAST

Find items on the streets. Your goal is to get the lost communicator back. Meet with Oxymx, Krako, and finally, Bonehead Malone. There is a chain of events to follow when you go back in time to correct the Iotians' mistake.

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STAR TREK

OH, NO! NOT KLINGONS!

Yes, Captain Kirk. Klingons. Lots of 'em, too! The Game Boy screen is virtually bursting with enemies in this great adventure game from Ultra. With the Star Date passwords we have provided, you'll have the U.S.S. Enterprise blasting around the galaxy.

Ø523.4

PLANET NEURAL

The Klingons have hidden four pieces of the powerful Disrupter on the surface of Planet Neural. Using his Tricorder to guide him, Captain Kirk must locate each of the pieces. They are hidden under various rock formations. Blast away the rocks to retrieve the pieces.

Watch out for the tribes of swarming Mugatas. Stun them with your phaser only if absolutely necessary. This will allow you to easily escape.

1Ø31.5

PLANET KALANDA

The Klingons have hidden a second set of four Disrupter pieces on the surface of Planet Kalanda under tree stumps. The native Kalandans will damage you so don't get close to them. Also stay away from the Euphea Nedex. The spores from these plants will cause Kirk to go out of control.

Oh, no! The Kalandans are in hot pursuit and a spore-spitting plant directly ahead. Your best option is to turn and shoot to stun the Kalandans.

23Ø7.6

PLANET TRISKELION

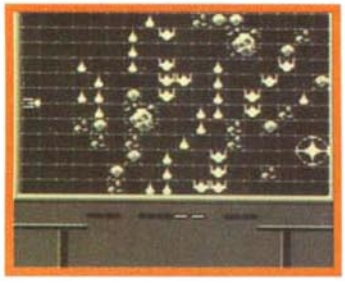
An advanced series of maze-like surfaces dominates the terrain of Planet Triskelion. The final four Disrupter pieces are here, but they're not hidden. There are, however, fake pieces which will explode if you try to pick them up. Examine any piece with the Tricorder before picking it up.

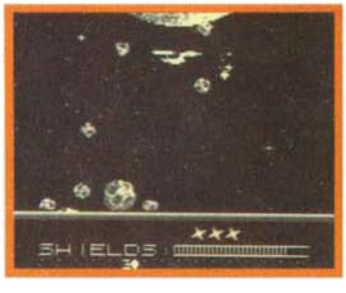
There must be cloning devices around because several Kirk clones will be walking around. Don't shoot them – you'll take the damage!

3112.7

PALLAS X1 SYSTEM

Asteroid fields, Romulan warships and Tholian Drones comprise the Pallas X1 System. You'll have to go through at least four waves of enemies and obstacles to reach the next planet. Watch for small patches of stars. These are hyper-warps. The U.S.S. Enterprise will warp ahead.

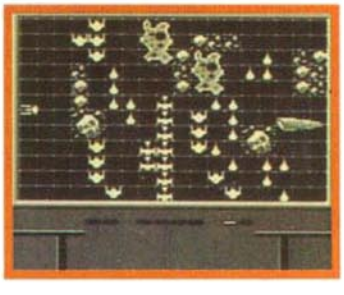


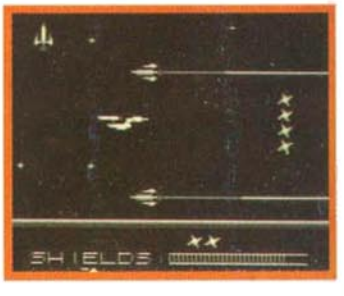


7156.3

M-24 ALPHA SYSTEM

Everything gets thrown at Captain Kirk's ship in the M-24 Alpha System. Asteroid fields, Space Amoebas, Klingons, Romulans and Tholian Drones will do their best to hinder the U.S.S. Enterprise's critical mission. Shoot the thick part of the Drone Beams to get rid of them.





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STRIDER

TAKE STEPS TO STOP CORRUPTION

Hiryu, an elite "C" group Strider, is a world-class traveler. Sent to eliminate a friend, he instead saves him and learns that corrupt forces are at work in the Strider organization. Travel by passwords to far off lands and uncover the corrupt plot.

HLDJ PIGH GHCH

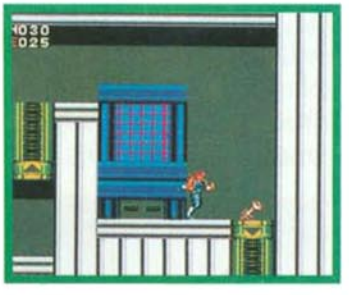
CHINA

On Hiryu's first trip to China, he must find the valuable Magnet Boots. He also has to fight the short, stocky Badger and Zain, a mind-monitoring machine created by the syndicate. Hiryu must search the region on the far right for a tube that leads to a room with the Magnet Boots.

HLDJ DIGH GHGH

RETURN TO KAZAKH

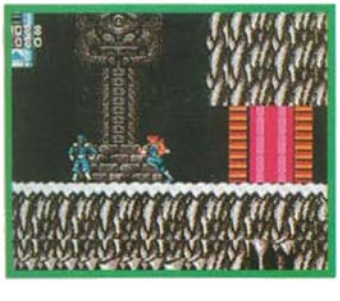
Hiryu can't enter the second section of China until he finds Key 4, so he must return immediately to Kazakh to search for it. Find the room with the flashing wall, then climb the wall to the upper area. Drop off there and take the tube at the right. Key 4 will fall from above.



BJAP PEAN ANOB

AUSTRALIA

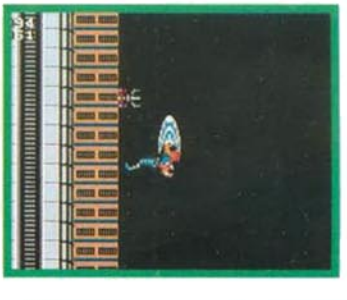
One of Hiryu's last trips takes him to the land down under. It's important to find the right route right away because a wrong turn will take you to Africa. You'll get the Medical Power Trick 3, which replenishes 150 health points. Fight Zain again to get the final Level-Up.

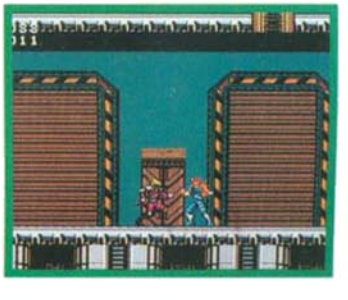


DMCC BGCP CPOD

THE RED DRAGON

In this, the final stage, many of the enemies from other lands return to torment Hiryu. Dragon Friend, Shark-man, and Badger are here, as well as Flashblade, the ninja whirlwind. When he finally faces Matic, Strider vice-director, he realizes just how corrupt the organization has become.





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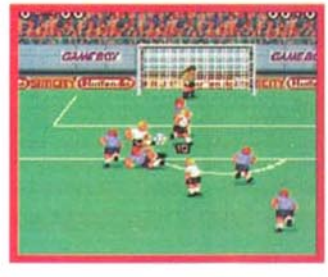
SUPER SOCCER

TAKE YOUR TEAM TO THE TOP

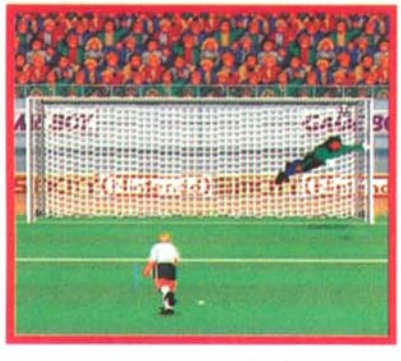
Sixteen world class teams face off in the Super Soccer Tournament. In order to take the trophy, you must lead your team to victory over all of the others. The final match will be winner takes all against the famed Nintendo squad.

GERMANY VS. THE WORLD

The German team is generally recognized as the strongest Super Soccer squad among the 16 teams in the tournament. By keying in the passcodes shown in this review, you can follow Germany through every step of the competition. As you progress, you'll meet teams that are closer to the level of the German team. After your victory over Argentina, the trophy ceremony will be interrupted by the renegade Nintendo team. You'll have to beat this super crew in order to win the trophy once and for all.



OPPONENT	PASSCODE
Uruguay	→↙→↓↗↑↑↑
Yugoslavia	↑↙↑→↘↓↓↓
Colombia	→↙↓←↘↓↓↓
Japan	→→↑↑↘←↑↓
U.S.A.	↑←↓↓↗←↑↓
France	↑↙→→↘←↓↑
Ireland	→↙↓←↘→↑↑
Romania	↑↗↑↑↘↗↓↗
Cameroon	↑→↑↓↘↗↓↗
England	↑↗↓→↗↗↓↗
Holland	→↙↓←→↙↓↓
Brazil	→→→↑→↘↓↑
Italy	→↗←↓→↘↓↑
Argentina	↑↙↑→↘↘↑↙
Nintendo	→↗↑←↗↘↑↙

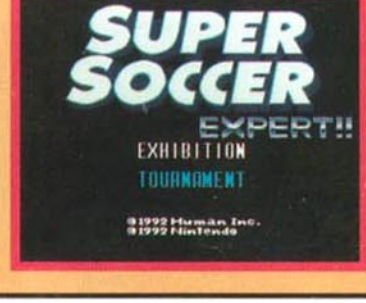


The passcodes in this review follow Germany's progression through the Super Soccer Tournament. Enter them to join in the action.

Before you can get your hands on the trophy, the Nintendo team will steal this prize and challenge you to a final match. These guys are tough.

PASSCODE SECRETS

Three passcodes allow you to access special features. By keying in ↗↖→↙→→↑→ you can set up a match between two computer controlled teams and watch the game. If you're looking for a challenge, you can access the Expert Mode by entering ↗↙→↓↘←↙↖. For a view of the ending credits, the passcode for you is ↑↑↗↓→↘↖↙.



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SUPER TENNIS

FACE OFF WITH THE ULTIMATE PRO

This realistic tennis game includes a big surprise for ace players. By winning first place in every tournament on the men's circuit, you'll earn the chance to play against Don J. on his remote island court. Here are the passwords to take you there.

BQ14Ø65 C6PDJST K8XD3HR FTLWJPC 2GNYBQ1 4Ø65C6P DJS4WQ3 MJB

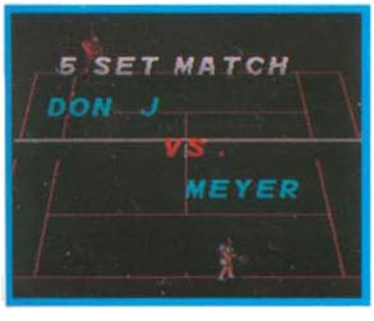
PHIL VS. DON J.

Of the ten eligible Super Tennis pros, Phil is the best match with Don J. in all-around playing ability. He tops the other pros in almost every area of speed and strength. When you enroll Phil into this challenging match, you'll have a good chance of coming out ahead if you play a solid game and mix up your shots.

BQ14Ø65 C6PDJST K8XD3HR FTLWJPC 2GNYBQ1 4Ø65C6P DJS8OR3 MCD

MEYER VS. DON J.

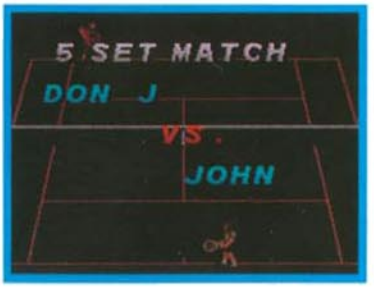
Meyer is a mediocre talent in comparison to the other players in the circuit. His only real strength is in the area of speed. While he can't hit the ball as hard as his opponents, Meyer can cover the court as quickly as anyone else. You'll have to rely heavily on speed when you guide Meyer through this challenging match. Keep running and concentrate on returning the ball.



DJSTK8X D3HRFTL WJPC2GN YBQ14Ø6 5C6PDJS TK8XD3H RFT1BMX YCM

JOHN VS. DON J.

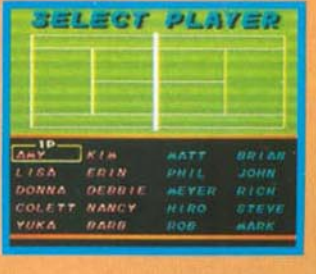
While John has certainly made a mark for himself in the Super Tennis circuit, he doesn't possess Don J.'s natural playing abilities. John has top-notch forehand and backhand strength, but he plays with very little finesse. When you face Don J. in John's shoes, you'll meet with the most success by power-hitting past this talented opponent.



POWER-UP YOUR PRO

Here's a way to make your pro a top contender. Press Select to see the score and stats. Then, on Controller II, key in the following code: R, R, Left, Down, B, A, L, L. Applause will sound. Press A or B on Controller I, then change the characters on the screen with the Control Pad and the X Button.

The "0" at the top of the screen signifies that these digits affect Player One. Change the top two rows of letters and numbers to "F" for top power.



Give a player Don J.'s abilities by keying in the following Controller II code when you select your pro: L, L, L, L, L, X, R, R, R, R, R, R, R, X.

© 1991 Tokyo Shoseki © 1991 Nintendo

SWORD OF HOPE

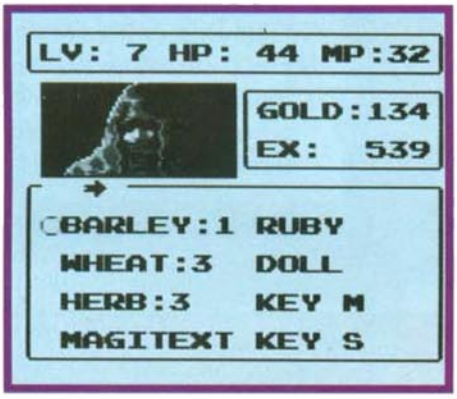
HOPE COMES TO RICCAR

The passport stamp reads "Riccar." The role you play is that of Theo, one born destined to seek the special Sword of Hope and deliver the land from the evil darkness that shrouds it. Travel through Riccar using these special passwords.

XΞJΞ BLΩW ΩJ▲Q ▼S3M

LEVEL 7

This password puts you in the midst of the Forest at Experience Level 7. You'll have Silver Armor and hold the Ruby, the Doll, and the Keys to Martel's and Shabow's domains.



BRY5 ∞ZKG ∞5TΩ G^L▲

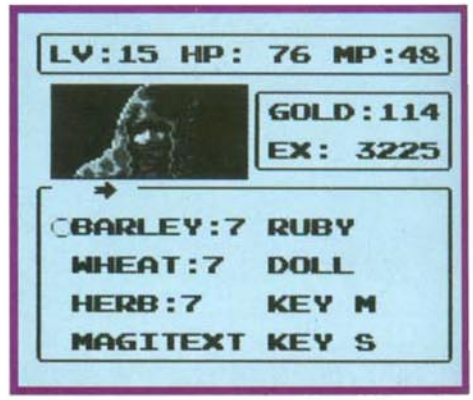
LEVEL 14

Start at Level 14 in the Forest Shaman's Room with the Ruby, the Doll, the Moon Fragment, three Keys and the White and Blue Eggs. Theo's Hit Power will be 72, his Magic, 46.

4LVB WT3F L▲N2 Ξ1FX

LEVEL 15

With this password, begin at Level 15 with all the items you had in Level 14. This area stretches from the Forest to the Tower.



V2BH LYRX ^ZΞW ZRGT

LEVEL 17

Add the Horn of the Unicorn and the ring to your possessions and start with your Hit Power at 84 using this password. Your Magic Power also increases. The search for Camu will be that much easier when you have higher Hit and Magic Powers.

▼KNY V2PN ^3HW G44∞

LEVEL 19

With the Wish Sword and Platinum Armor, Theo will be better prepared to meet the enemies that wait. With this password, he also adds the Treant Fruit, Spore and Ivy Seed to his possessions, and his Hit Power goes up to 92, his Magic to 56.

TM & © 1990 Kemco Seiki

SWORDS & SERPENTS

GETTING AROUND UNDERGROUND

Like most RPGs, Swords & Serpents takes a lot of time to play. For one thing, you must explore a vast game world. For another, you must build up a party of characters, in this case, four of them. These passwords will let you skip to the levels you want to see.

CHARACTER CODES

Each party member has his or her own unique code that must be entered separately from the game code. This allows you to mix characters from different parties to find the best combination.

UPPER LEVEL

These characters are built up enough to explore the upper levels of the maze.

Iago	*XYMNYBH9FEY?*
Mask	*A?A3GLS9BTVZS*
Ajax	*I3QRG2OQEVUK*
Erin	*ZNFU7QLSBILLS*

WITH ALL RUBY ITEMS

These characters are fully Powered-Up and have the seven Ruby Items.

Iago	*I3MNYRXSJMVH?*
Mask	*F?F3GKOGPVBAB*
Ajax	*93UZGMYJETGWO*
Erin	*RNFY7L6JZOOUB*
GAME	*2KSJS???RPAVO*

9JATS???4XNMW?

LEVEL 2

You'll return to one of the three temples in Levels One, Five and Ten when you enter a password. With strong characters, Level Two is easy.

UJ9FS???4SNFX?

LEVEL 4

Now that you're using a developed party, explore each level and take the items you find there. You'll need them to end the game.

MZBJS???ATUZ?K

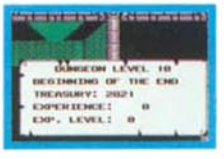
LEVEL 6

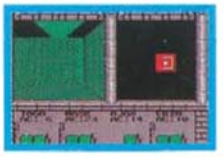
Look for an item of the Ruby Warrior in this level, then gather the other items in Levels Seven, 11 and 13.

ENSJS???RQ3QHK

LEVEL 10

There are 16 levels in the Serpent's Maze. All your final journeys will begin here at the Level Ten Temple. Ahead, look for the Black Crystal in Level 12.





LEVEL	PASSWORD	LEVEL	PASSWORD
LEVEL 1	*QJALS???4UNMR?*	*LEVEL 7*	*3RSJS???ATUNF?*
LEVEL 2	*9JATS???4XNMW?*	*LEVEL 8*	*ENSJS???RTUNMK*
LEVEL 3	*UJACS???4VNRZ?*	*LEVEL 9*	*3NSJS???RQULIK*
LEVEL 4	*UJ9FS???4SNFX?*	*LEVEL 10*	*ENSJS???RQ3QHK*
LEVEL 5	*9J?JS???4SV4K?*	*BEYOND 10*	*UNSJS???RQ3K6?*
LEVEL 6	*MZBJS???ATUZ?K*		

TM & © 1990 Acclaim

TECMO BOWL

HUT...HUT...HUT...

There are a lot of people out there in video game land who absolutely love this game. Tecmo definitely created a whopper when they released this classic NES sports game. Luckily, it's a password game. Use these on codes to start where it counts, the championship game!

1DAFF7A6

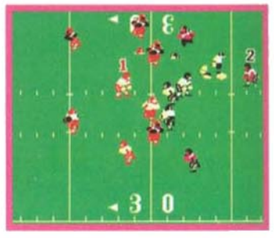
SAN FRANCISCO VS. DENVER

Just to prove a point, San Francisco should dominate on both the Game Boy and NES Tecmo Bowl. The prowess of Joe Montana at quarterback is unrivaled. Toss the pigskin to Jerry Rice in the flat or hit a running back streaking out of the backfield.

587BFFA0

WASHINGTON VS. CHICAGO

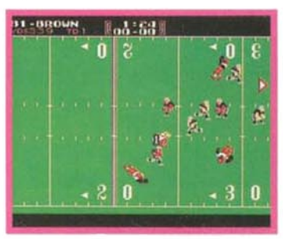
Washington makes it to the Championship game riding on their well-balanced attack and this password. Chicago, with the strong running Walter Payton and defensive animal, Mike Singletary, should provide a good challenge for the D.C. tough guys. Run Smith off of the right tackle for big yardage gains.



967FBFA5

LOS ANGELES VS. WASHINGTON

Los Angeles has a devastating running attack. This is what keeps them in the game and is obviously the reason they arrived at the Championship game. Bo Jackson and Marcus Allen can often shred through linebackers like they weren't even there. Stick with running plays. An occasional pass may not hurt, though.



438FDFAD

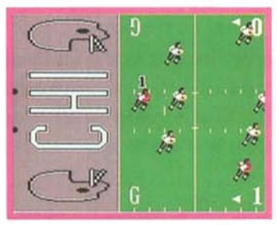
INDIANAPOLIS VS. LOS ANGELES

The Indianapolis team has two major strengths. First of all, Eric Dickerson is a top-notch running back. Second, Bently is one of the best kickoff return men in the league. Playing against Los Angeles in the Championship game won't be easy. You'll have to make some wise defensive decisions to guard against LA's running attack.

A89FDFA8

CHICAGO VS. LOS ANGELES

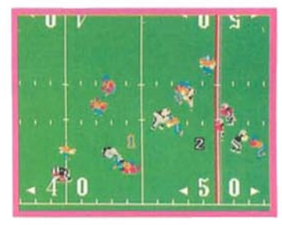
Chicago also will play the LA team in the final game. Chicago has a major plus on the defensive end of things. Mike Singletary is great at linebacker. Walter Payton is equally as good in the backfield.



ØC8FDFA9

DENVER VS. LOS ANGELES

Another well-rounded team, Denver has standouts in Elway, at quarterback, and Dorsett at running back. It's also a fact that Elway is a fairly decent runner. Use him when the receivers are covered.



Ø72F7FAA

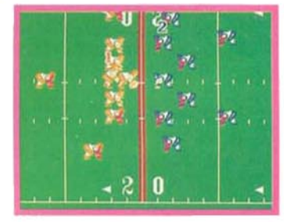
MIAMI VS. SAN FRANCISCO

Miami won't impress anyone with their defensive skills, but Dan Marino is an ace in the quarterback position. Concentrate heavily on working the pass plays. San Francisco will be hard to beat.

Ø98DFFA9

CLEVELAND VS. NEW YORK

Unfortunately, Cleveland's best play comes on the kickoff return. MacNeil is probably the best kickoff return man in the league. Kosar is no slouch at quarterback, though.



202F7FAE

DALLAS VS. SAN FRANCISCO

The best play that the little ol' team from Texas can run is to have Herschel Walker run off left tackle. There aren't many other strong points for the Dallas team. Good luck.

2E9FDFA3

MINNESOTA VS. LOS ANGELES

Minnesota has a surprisingly strong offensive attack. Kramer can rifle the ball out to Carter or Nelson. It can easily be said that Minnesota's offense is much better than their defense.

INVISIBLE TEAM: 397BFFA5

What's going on here?!? This is the strangest password. There isn't much you can do with it. This particular password works better on the Game Boy version of Tecmo Bowl. Once again, it's sort of a novelty trick, but you might as well give it a try just for kicks!

TM & © 1989 Tecmo Ltd.

TECMO BOWL

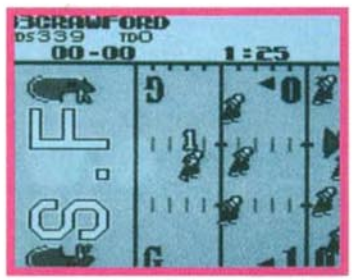
THE ORIGINAL, ONLY....SMALLER

Tecmo Bowl made a nice transition to Game Boy. It is basically the same as the NES version. One of the nice things about the two games is that the passwords are exactly the same. In this guide, anything that you see for Game Boy goes for NES and vice versa.

1 D A F F 7 A 6

SAN FRANCISCO VS. DENVER

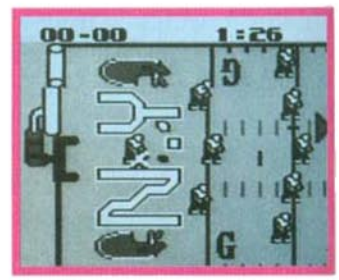
Overall, San Francisco is the best team to play with. That's too bad for Denver in this Championship game. The Montana to Rice connection is virtually unstoppable. Passing is the best option.



2 4 A F F D A D

NEW YORK VS. MIAMI

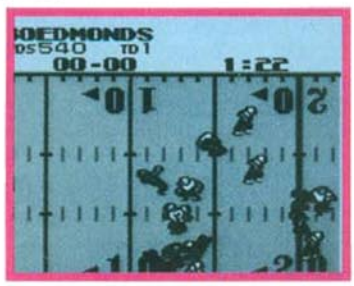
Miami has a fairly weak defense, so use New York's good passing to ransack their secondary in this Championship game. Lawrence Taylor will clean up on defense. Use him whenever possible.



9 3 7 F B F A 5

SEATTLE VS. WASHINGTON

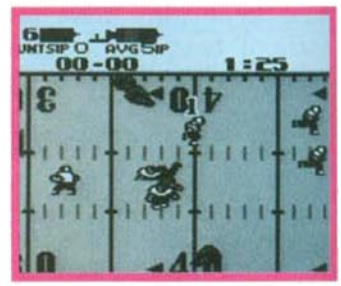
With their well-balanced offense and defense, Seattle plays Washington in the Championship game. On offense, use Curt Warner to run up the sidelines or pass to the legendary Steve Largent.



3 9 7 B F F A 5

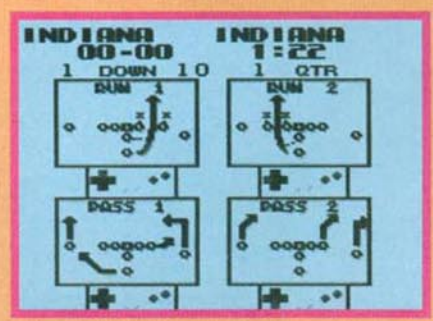
INVISIBLE TEAM VS. CHICAGO

This one is pretty weird. It's more like a novelty than anything else. The Invisible Team is seriously out of control. It's unclear as to what you're supposed to do. Have some fun with it!



MIRROR IMAGE TEAMS

To play against the exact same team you are playing with, enter the following codes. It's obviously a very good challenge because the teams are exactly matched in their skills. It's your strategy that will make the difference!



TEAM	PASSWORD
Washington	*5B7FBFA3*
Denver	*CFBFF7AØ*
Indianapolis	*43AFFEAC*
Miami	*46AFFDAB*
Cleveland	*49AFFBA9*
Los Angeles	*969FDFA5*
San Francisco	*9C3F7FA5*
Dallas	*63AEFFA5*
New York	*269DFFA1*
Chicago	*697BFFA5*
Minnesota	*AC37FFA9*

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TOP GEAR

SHIFT INTO TOP GEAR!

Twenty-one passwords will keep you busy with this great racing game from Kemco! Normally, a video racer would have to place in the top five spots in every race to be able to continue and finish a circuit. This can be difficult and, oftentimes, strenuous. No need to worry now. We're giving you every single password for this game.

MOONBATH

SOUTH AMERICA

Slick road surfaces and obstacles on the courses will keep you busy on the South American circuit. Use Nitrous Oxide when you approach a long straight stretch and have room to pass.

GEARBOX

JAPAN

Watch out for the Tokyo course. It has a lot of sharp corners and is a grueling seven laps long. You'll have to make at least one pit stop no matter what car you're driving.

CAR PARK

GERMANY

Long straight stretches are standard fare on the German race tracks. It gives you a real "Autobahn" feel. It's wise to save your Nitrous Oxide until the final laps of each race.

ROAD HOG

SCANDINAVIA

Travelling to the north, the Top Gear tour arrives in Scandinavia and is greeted with some frigid weather conditions. The track in Helsinki is interesting. It goes back and forth from high altitudes to low altitudes. The track conditions are continually changing from dry to slick.

EMULATOR

FRANCE

The stops in France consist of Paris, Nice, Bordeaux and Monaco. If you don't crash a lot, the white car can go the entire six laps in Bordeaux without having to pit. Each French track features long straights and tight corners. There are quite a few hills involved, too.

ANALYSER

ITALY

The Italian tracks aren't too difficult, but the competition sure heats up when you race at this level. The Italians have long been known for their fast cars. Fast cars make heroes out of good drivers. See if you can break the winning tradition of the Italian racers.

HORIZONS

U.K.

You'll have to pit at least once during the eight laps on the London track. Slow down when approaching the entry to the Pits or you may miss it. The final race at Stonehenge is rather easy to win.

	Amateur	Pro	Champion
S. America	*MOONBATH*	*FOUR MEG*	*EDUCATED*
Japan	*GEARBOX*	*LEGEND*	*OILCLOTH*
Germany	*CAR PARK*	*THEWORLD*	*WRECKAGE*
Scandinavia	*ROAD HOG*	*LETSRACE*	*CARACOLE*
France	*EMULATOR*	*ALCHEMY*	*EPYLLION*
Italy	*ANALYSER*	*A LOOPER*	*GLUCAGON*
UK	*HORIZONS*	*SEASONAL*	*KEELSON*

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TOXIC CRUSADERS

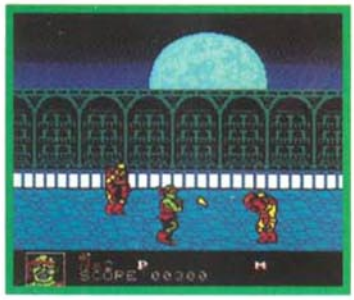
WASTE NOT, WANT NOT

Travel, if you dare, by password into a world of waste created by the evil Dr. Killemoff and meet the oozing environmental accidents known as the Toxic Crusaders. Toxie's out to save his girl, Yvonne, and his mutant buds, all held by Killemoff.

3 2 7 6

LEVEL 2: TROMAVILLE HIGH

Toxie has a conference at Tromaville High with Bonehead, who is about to waste Toxie's pal, Headbanger. Pick up Cat Litter from the pet shop on your way to make your encounter twice as easy, and look for 1-Ups in the Locker Room.



7 5 2 5

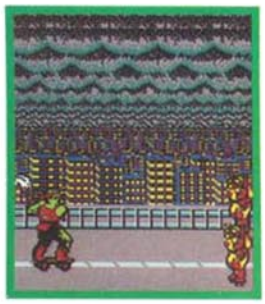
LEVEL 3: TROMAVILLE FACTORY

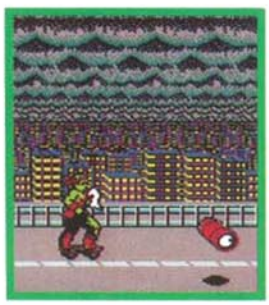
Swab the factory floor with Toxie's toxeriffic mop and make your way to the platforms. Punch all of the waste-filled cans on your way. Climb the series of platforms to find that punk, Polluto 2, and free your good bud, Junkyard.

3 8 1 5

LEVEL 4: TROMAVILLE HIGHWAY

Now Toxie takes to a skateboard and sidewalk-surfs to the Heliport. On his way, he has to wipe out scads of Killemoff's roller-skating radon ranchers. Don't let the roadblocks break his board! When you reach the airfield, hop on the helicopter for the ride of your life and a fight with Mayor Grody. Free noxious-nosed Nozone.



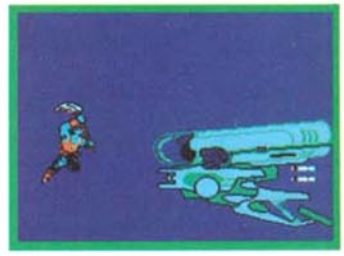


On the way to your meeting with Tromaville's corrupt mayor, Grody, you'll skate up against his barrel-throwing thugs. Dodge the barrels and knock them off their wheels.

7 Ø 1 1

LEVEL 5: TROMAVILLE SEWER

Fight off the sewer's frogmen and watch out for whirlpools. When the screen stops scrolling, dive into the pool there to enter an underground river. Shoot the mutant fish and frogmen as you fin your way to sinister Psycho's Sub. Don't let him psych you out! Watch his water route and find a way to sink his sub.



Just before the sub reaches you, escape to the upper left corner. After it fires, swim to the lower left corner and hit it until it falls off the screen. Repeat the process when it reappears.

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TRACK & FIELD II

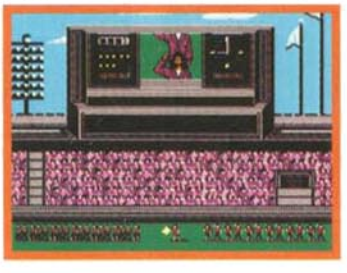
AN OLYMPIC FESTIVAL

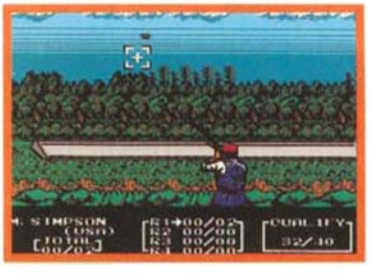
Take part in the Olympic Games without leaving your living room by popping Track & Field II into your NES. It goes beyond track and field—you can compete in other popular summer games events, too. Pick codes for your country of choice.

2ND DAY	*1GG36VR54*
3RD DAY	*HGG3KURN2*
4TH DAY	*1GG36URN4*
FINAL	*1SS3KVJ5C*

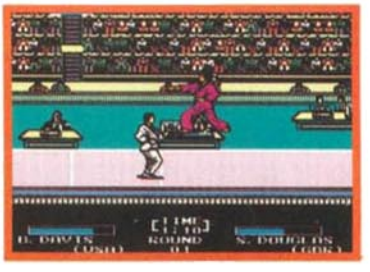
U.S.A.

In Track & Field II, you can participate on any one of the international teams listed. Try the Training Mode, test your talents against your friends in Versus Mode, or take a trip to the games in the Olympic Mode. Follow the team you choose through the ups and downs of amateur sports in a full week of high calibre competition. All teams have their talents, so choose your game and go for the gold.



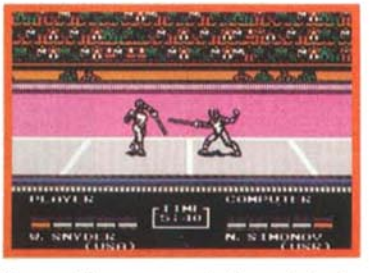


Do you have your sights set on the shooting competition? Track your flying target and press the A Button to fire.



Take a turn at Taekwondo and put your reflexes to the test. Watch your stamina as you punch, kick, spin and jump.

Modern-day Robin Hoods can show their skills in the Archery competition. Compensate for the wind and let it fly.



Can you foil your opponent's dream of glory? Fencing takes speed and agility as you both attack and defend. En garde!

KOREA		CHINA		KENYA	
2ND DAY	*MLGF6VRIC*	*2ND DAY*	*CLS36VRGC*	*2ND DAY*	*ISSF6VRFC*
3RD DAY	*MDS3KURYC*	*3RD DAY*	*BDS3KURGC*	*3RD DAY*	*YGGFKUR3C*
4TH DAY	*MDS36URIC*	*4RD DAY*	*BDS36URSC*	*4TH DAY*	*YGS36URFC*
FINAL	*4DG3KVJY4*	*FINAL*	*CDGFKVJS4*	*FINAL*	*YSSFKVJ3I*
U.S.S.R.		**CANADA**		**FRANCE**	
2ND DAY	*RSS36VRWC*	*2ND DAY*	*ILGF6VRDC*	*2ND DAY*	*TLS36VRCC*
3RD DAY	*RGS3KURO4*	*3RD DAY*	*YLG3KURDC*	*3RD DAY*	*2LGFKURBC*
4TH DAY	*JSSF6UROC*	*4TH DAY*	*IDGF6URDC*	*4TH DAY*	*TDS36URCC*
FINAL	*JSSFKVJWC*	*FINAL*	*ILS3KVJDC*	*FINAL*	*2LSFKVJCC*
WEST GERMANY		**U.K.**		**JAPAN**	
2ND DAY	*NDS36VR24*	*2ND DAY*	*ZYGF6VRM4*	*2ND DAY*	*SSS36VRPC*
3RD DAY	*5DG3KUR22*	*3RD DAY*	*AYG3KURM4*	*3RD DAY*	*SSS3KURPC*
4TH DAY	*NLG36URTC*	*4TH DAY*	*AYS36URMC*	*4TH DAY*	*SGG36URX4*
FINAL	*NDG3KVJT4*	*FINAL*	*AYSFKVJMC*	*FINAL*	*SSGFKVJPC*

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ULTIMATE AIR COMBAT

MISSION VS. A MADMAN

Don Gwano is out of control and must be stopped. It could take you years of game play and cost millions of video lives, but there is an easier way to destroy the dictator. Use the passwords below to skip ahead to any part of the war.

LLLRXDD LLPVH11
LLK8CWW LGF4R99

STAGE 9

The four missions of this stage include bombing a toxic waste dump, a naval facility, a tank base, and a helicopter gunship base in the jungle. Scientists provide an improved fuel, which is the last combat improvement in the game.

The trips to the targets will match you against as many as nine enemy fighter aircraft.

M55OFYY

DON GWANO'S HQ

Operation Big Cheese will send you deep into the jungle where Don Gwano's Headquarters are guarded by experimental defenses. The Harrier provides the best platform from which to mount your attack. Also carry the Thunderball Missile to destroy multiple airborne targets. The Passwords below let you begin at any stage or mission.

STAGE	PASSWORDS			
STAGE 1	*BQQR999*	*BT!VBBB*	*BTXFYYY*	
STAGE 2	*CWWXDDD*	*C99!VBB*	*CVBDFYY*	*CVF12JJ*
STAGE 3	*DDDGH11*	*DDSCYYY*	*DSNR!!!*	*DC9VDDD*
STAGE 4	*FYY2LLL*	*FY!Y2JJ*	*F!7!XDD*	*FXSDH11*
STAGE 5	*GGGLP77*	*GGBH4LL*	*GGF4P77*	*GBTZK33*
STAGE 6	*H116R99*	*H1W2P77*	*H4GMOSS*	*HZBH6NN*
STAGE 7	*JJJPVBB*	*JJMOFYY*	*JM8C2JJ*	*JH4RXDD*
STAGE 8	*K338CWW*	*KYY4R99*	*K2JPVBB*	*K2MOFYY*

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WHO FRAMED ROGER RABBIT?

P-p-please! Help Me, Eddie!

Roger's in a fix. Movie star R.J. Maroon has been murdered, and it looks like Roger's guilty. Help him prove his innocence. You can take to the streets of Toontown and search for clues—or use this password and ruin Doom's day.

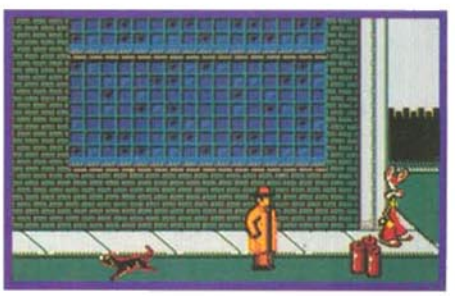
L L H H H H H H H H H H H H H H H H H H H 3 B

SPECIAL POWERED-UP PASSWORD

Roger can prove that he's innocent if he can find Maroon's Will, but it has turned up missing. You can spend time looking for clues that will lead to its whereabouts, but if you'd rather go straight to the source of Toontown's troubles, use this special password. It puts you on the streets of Los Angeles with all of the special items you need to duel with Doom. Enter the password then select the Will. Buy dynamite at a shop and blast your way into Toontown, then go to the Warehouse and meet your Doom.

BUY BLASTING POWDER

The tunnel to Toontown is blocked by a brick wall. The only way to get by it is to blast it out of the way using Dynamite and the Detonator. You found the Detonator by searching the buildings in L.A., but you'll have to buy the Dynamite in a city shop. The items in the shop change, so if it isn't selling Dynamite when you first visit, go back until it is. Toot the whistle and hop a ride to the wall in Benny the Cab. Press the B Button to blast the wall, then race through the tunnel in Benny.

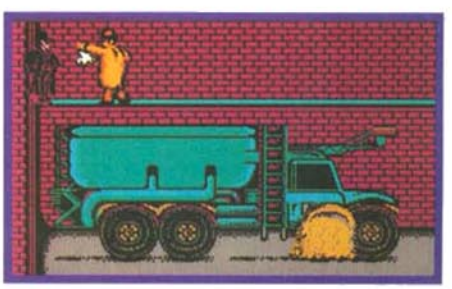


A hungry Dog sometimes hounds the entrance to the shop, and he'll attack if you try to get by. Distract him by feeding him some Meat, then enter the shop to buy the Dynamite.

IT'S DOOM'S DAY

Judge Doom is in the Warehouse. You have to use a super Power Punch on him, but keep moving while you hold it. Don't approach—wait for Doom to come to you, then punch. When he tires, knock him down with Cigars and Bombs, then run up the ladder to pick up the Dip Cannon and finish him off.

Doom is waiting in the warehouse, but Stupid, one of his goons, stands guard outside the entrance. Don't raise a ruckus by fighting. Instead, distract him by using the Baseball. Stupid is easily entertained! While he's looking at the Baseball, you can walk into the Warehouse and take on Judge Doom.



The items you hold cause Doom only minor damage, so you have to use your Power Punch. Press B to concentrate power in your punch.

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WHO FRAMED ROGER RABBIT?

IS ROGER DOOMED?

Now take a trip to Toontown for Capcom's Game Boy caper starring harried hare Roger Rabbit. He's been framed and he's hopping mad, so he calls on old pal, Eddie Valiant. Use these passwords to find out who's really behind the kidnapping of Jessica.

D L T 3 Q Y B Y

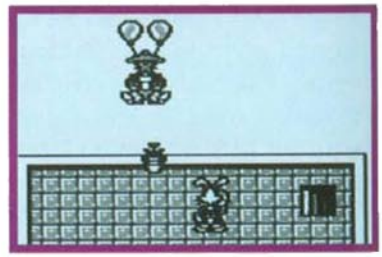
SCENE 2

The password to Scene 2 puts you on the streets of Toontown, just outside the office of Eddie Valiant. This time Eddie's in, and Roger can enlist his help to find Jessica—if he manages to find a hiding place to avoid the ruthless, gun-toting thugs who are hot on his heels.

G P L D M S R C

SCENE 3

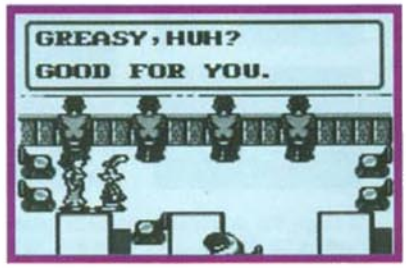
In Scene 3, Roger searches for Greasy while Eddie follows his own leads. Talk to Eddie twice to get a Train Ticket, then go to the station and ride the Street Car to Toontown's west side. From there, go to the T. Club and talk to Delores to find out where Greasy's hiding.



M M C F G W X J

SCENE 4

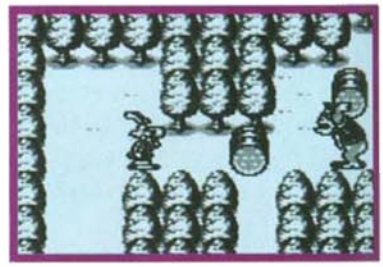
Roger's riding the rails again in Scene 4, but he also finds alternate transportation by freeing Benny the Cab. The action starts back at the T. Club, which Roger returns to after wiping Greasy out. There he finds that Baby Herman is looking for him, and that's bad news.



B G Q T V K J P

SCENE 5

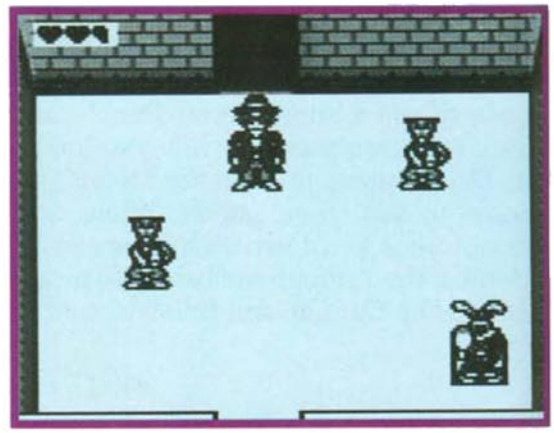
In this scene, Roger leaves the T. Club in pursuit of Smarty, who holds the Key to Judge Doom's Mansion. He has heard that something's up at the Harbor, so he heads that direction. After he finds the Harbor entrance he has to make his way to Pier A-6 and fight through barrel throwing thugs to get to his meeting with Smarty.



R T J B W N 4 3

SCENE 6

Scene 6 takes Roger to Toontown's northeast corner, where Judge Doom's Mansion awaits. Roger will have to use the Key to enter, and he should be armed with nine bullets from the top of the Highrise. When he hunts Doom down, he'll use every bullet and then resort to his Punch Hammer.



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WILLOW

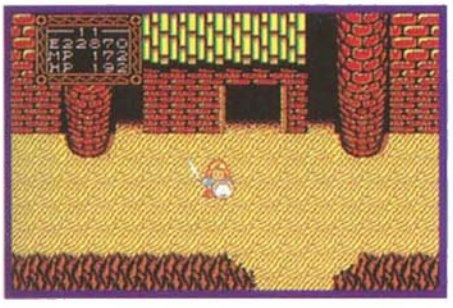
WHEN WORLDS COLLIDE

Long ago, two beautiful spirits were sent from above: Fin Raziel to watch over the Earth and Bavmorda to rule the skies. Later, when the two struggled for power, the Earth was left in the shadow of darkness. Travel to a different Earth with Willow.

ftT ZAs zAf
eXh JQr 6H3

EXPERIENCE LEVEL 11

This password puts you at the foot of the twin towers with the Metal Shield and the Devil's Eye Sword. Climb the tower and unite the two spirits.



Xg8 QTT opf
KUh JQD kQK

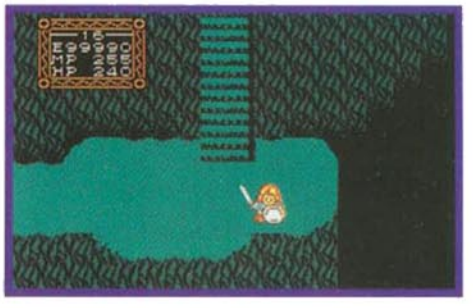
EXPERIENCE LEVEL 13

When you use this password to begin at Level 13, Willow will be in the mountains with the Wing Sword, the Tail Shield, and the magic Ball of Healing.

6oF nJJ r7N
itL 5I1 R!v

EXPERIENCE LEVEL 16

This powerful password puts you at the bottom of the stairs leading to Nockmaar Castle. You'll have everything you need to enter and defeat Bavmorda.



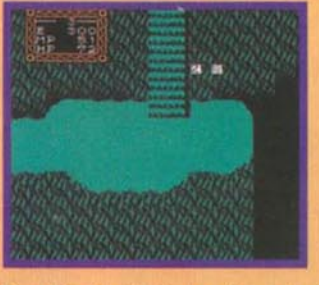
hG! aYY evV
zgx gX1 CFN

OPEN THE GATE

Willow can now enter Nockmaar Castle and explore its labyrinth of hallways. Willow is alone here and can call on no one to help him find and defeat Bavmorda. He has all of the tools and experience necessary. Does he have the courage?

WEIRD WARP

Enter tQW 5IT gxq Xev Vzf xvn, then press Select to make two characters appear on the screen. You can change them to warp. To change the left character, hold B and press Up and Down on the Control Pad. Hold A to change the right one.



Press Select again after you change the characters. You'll end up in a different location. Sometimes it's helpful, sometimes it's not. You might just end up with a scrambled screen!

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WINGS 2: ACES HIGH

THE HIGH ROAD TO GLORY

Each mission in Wings 2 brings you closer to the final confrontation with the top ace of World War I—the Red Baron. After learning the basic maneuvers in the opening stages, you can skip ahead to whatever mission you want.

!zBdP!7BDBBlK!

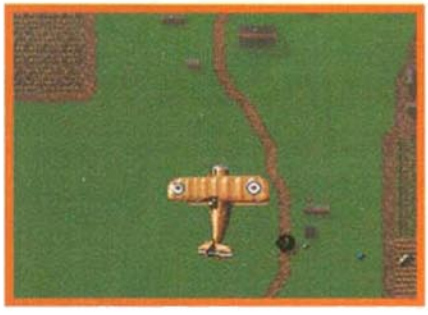
STAGE 16: STRAFE ARMOR

This is the most difficult of the strafing runs. Use the Left and Right Buttons to guide your plane gently from one target to the next. If you make sharp turns, you'll overfly targets and pick up heavy anti-aircraft fire.

W7!JBWCMGr!Ml

STAGE 19: BOMB REGIMENTAL HQ

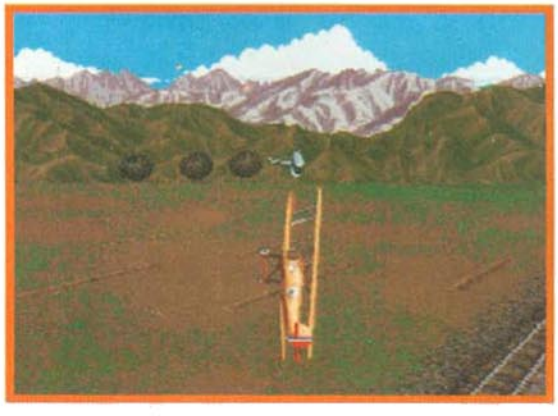
After blowing up the enemy's HQ, you'll be hounded in a 3-on-1 dogfight. Always go after the two planes that are closest together, and make sure you begin the game with the Radar option.

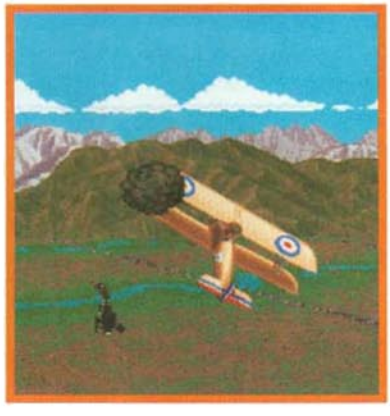


BBHnwLL1CB!r

STAGE 20: FINAL MISSION

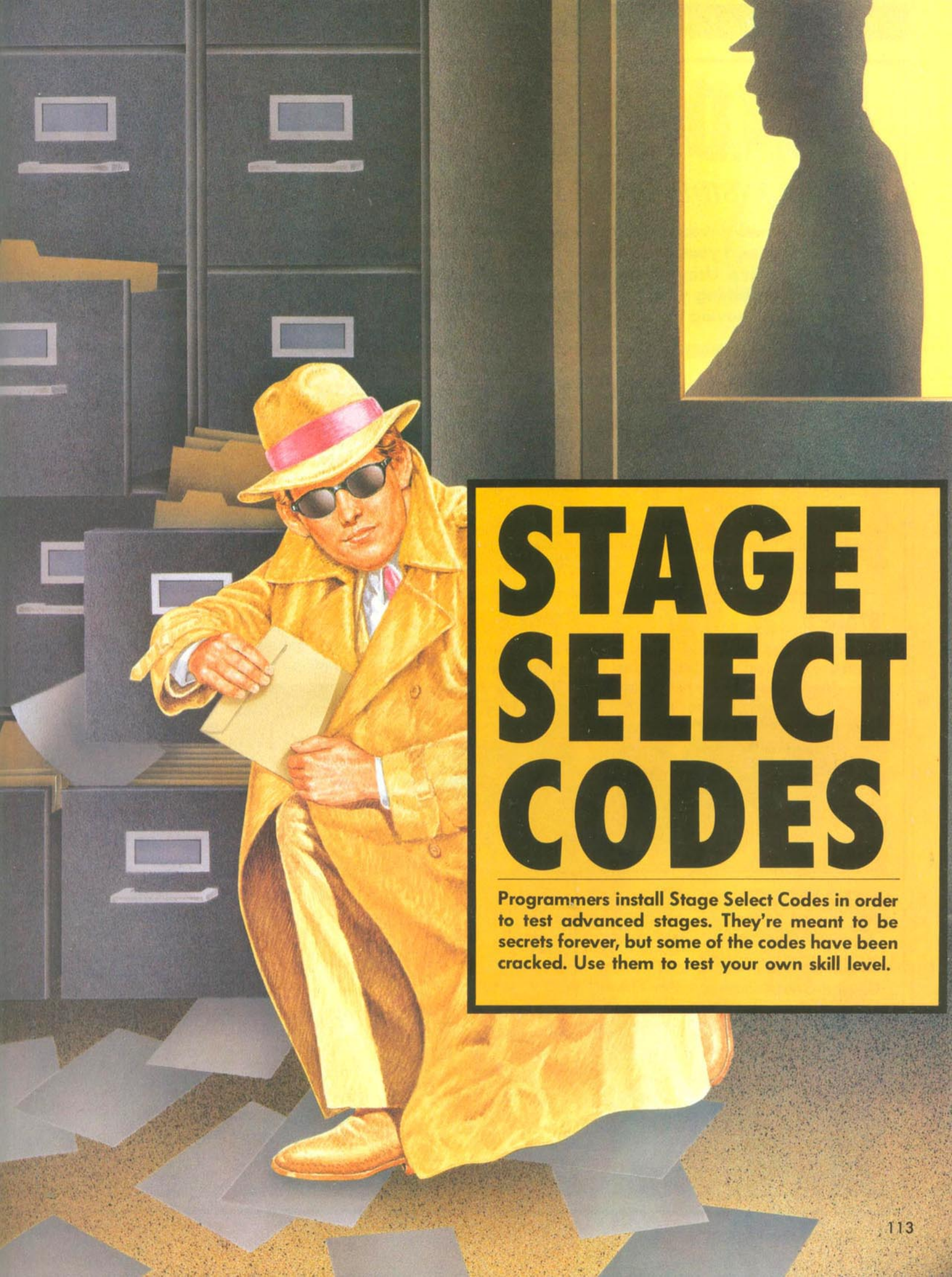
Actually, your final mission is made up of several missions, including a bombing run and several dogfights. You'll engage the Red Baron himself in the final flight of this stage.





STAGE	PASSWORD
STAGE 4:	c!!6bmHCJhtHM
STAGE 5:	BV!wv!HLPQCMP
STAGE 6:	T!LRLR!wC7lBK!
STAGE 7:	Bt!jGX!dGLZST
STAGE 8:	sBV7ØwWYGBB
STAGE 9:	CG!YPDM4lV!Gl!
STAGE 10:	hVØØJGj4BH!3
STAGE 11:	!7zGW7R6xmB!2
STAGE 12:	!!4TblJGPMdvs!h
STAGE 13:	G!!dPNG1BQFD6
STAGE 14:	ChD8ZCDcsW!G
STAGE 15:	NHQCKwblHXQ
STAGE 16:	!zBdP!7BDBBlK!
STAGE 17:	d8!zhF!GNLM2g
STAGE 18:	!!FjKcSGJBdvG!
STAGE 19:	W7!JBWCMGr!Ml
STAGE 20:	BBHnwLL1CB!r

TM & © 1990 NAMCO



STAGE SELECT CODES

Programmers install Stage Select Codes in order to test advanced stages. They're meant to be secrets forever, but some of the codes have been cracked. Use them to test your own skill level.

ABADOX

BATTLE INSIDE THE ALIEN

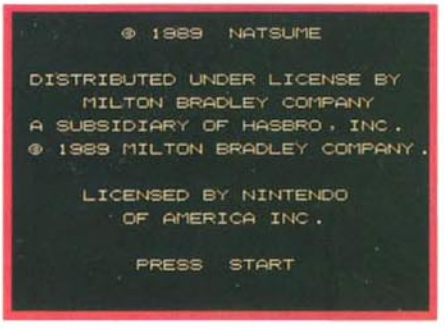
A massive planet-devouring creature has been discovered in space and it's heading directly toward your home planet. You have been assigned to put a stop to its carnivorous ways. Using the Stage Select or Invincibility codes, you'll have no trouble accomplishing your important task. Remember, you're not only saving yourself, you're saving the universe!

TOP SECRET PASSWORDS — MARCH 1990 — NES — MILTON BRADLEY — ACTION — NINTENDO PLAYER'S GUIDE

← ↑ → ↓ ↑ → ← ↓

STAGE SELECT

Quickly enter the code when you reach the Credit screen, then press a button or a direction that corresponds to the stage which you wish to go to.



STAGE	KEY
STAGE 2	↑
STAGE 3	←
STAGE 4	↓
STAGE 5	→
STAGE 6	*Select*
STAGE 7	*B*

STAGE 5

In Stage 5, the three Red Warriors in this open space will give you fits. You'll benefit greatly by having a full complement of weapons and defense mechanisms.

STAGE 6

Go for the round green "eyes" when fighting the final Boss in Stage 6. It'll be very difficult to avoid getting hit by the diamond-shaped shrapnel flying around the screen.

STAGE 7

Stage 7 is like a maze and there aren't any enemies. Pick up all of the Speed Power-Ups. This stage scrolls very fast. The object is to not crash into any of the walls.

A A ↑ B B ↓ A B Start

INVINCIBILITY CODE

On the Credit screen, enter the Invincibility code. There'll be no challenge to the game, but you can easily see everything and get to the end.

Ha, ha! You can blow right through even the baddest of enemies using the Invincibility code.

SAFE ZONE

In certain areas, you will be safe from enemy fire. Of course, if you are using the Invincibility code, who really cares?

Hover towards the upper left corner of the screen when tangling with the Stage 1 Boss. You'll be safe there.

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ADVENTURE ISLAND

WHERE'S TINA, MASTER HIGGINS?

Tina, Princess Leilani's sister, has been taken away by an evil island Witch Doctor. All of the familiar Adventure Island baddies are in place to try to stop Master Higgins as he sets off on his first Game Boy island hop. With the help of a handy Stage Select code, Master Higgins will be able to get to Tina quickly.

→ ← → ← *A B A B*

STAGE SELECT

On the title screen, after Master Higgins gets hit on the head by a coconut, enter the Stage Select code. Now Higgins can start his trek on one of eight different tropical islands.

CAVE ISLAND

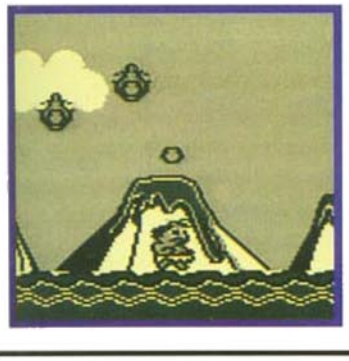
Cave Island, normally the fifth island stop, can easily be accessed from the World Select screen. A giant bug awaits Higgins at the end of the cavernous area.

CLOUD ISLAND

Higgins will step into the stratosphere when you select Cloud Island as your destination. Jump from cloud to cloud to get by the bad bird Boss at the end of the stage.

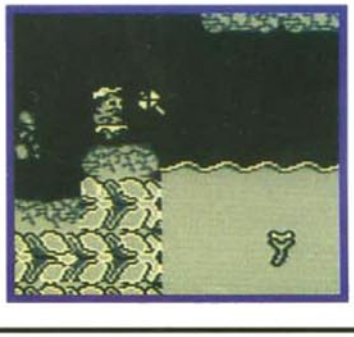
VOLCANO ISLAND

Higgins will encounter loads of flying enemies and lava on Volcano Island. The Scorpion Boss moves from the upper to lower platform. Fire on it when its tail is up.



DINOSAUR ISLAND

The name "Dinosaur Island" should give you a hint that you should use the help of your Dinosaur friends to get through the difficult areas. Fire on the Centipede before it blinks.



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ADVENTURE ISLAND II

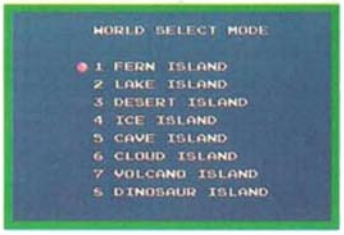
HELP HIGGINS RESCUE TINA...AGAIN

Adventure Island II for the NES is basically the same game as Adventure Island for Game Boy. The stages, characters and enemies are the same. However, on the NES, you get a better view of the action, and the play control seems to be a bit better, too. There are many substages in this game. Go for it, Master Higgins!

→ ← → ← *A B A B*

WORLD SELECT

After the coconut bonks Higgins on the head and the title appears, enter the World Select code. You now have your choice of islands to begin your journey.

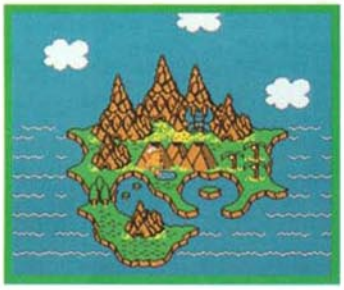


BONUS!!

If you complete any substage without taking along a weapon, you'll earn a 2000-point bonus. Higgins will also get a bonus for completing a substage while riding on one of his Dinosaur friends.

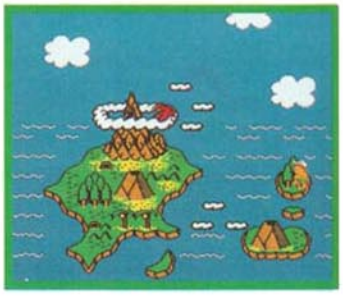
CAVE ISLAND

The cavernous mountains of Cave Island present serious dangers for an island hopper with a mission. If you find a certain Egg in one of the substages, you can skip the rest of the stage and proceed to Cloud Island.



CLOUD ISLAND

Cloud Island isn't all clouds, there are cave and underwater substages, too. However, when the action does get into the clouds, you can bet that Master Higgins will be up to the challenge at hand!



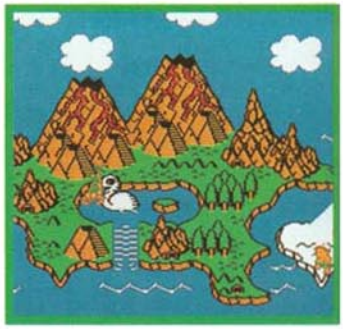
VOLCANO ISLAND

It's odd, but when you look at it on the map, Volcano Island kind of resembles North America. We'll guarantee that it isn't, though! It's an extremely dangerous area with plenty of menacing meanies.

The Giant Mosquitos are hard to hit because of their size and random motion. Take aim, Higgins!

DINOSAUR ISLAND

Dinosaur Island is where the baddest of the bad hang out. You can select to go here first, but if you aren't an expert player and aren't loaded up with weapons and Dinosaurs, you probably won't fare too well.



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SUPER ADVENTURE ISLAND

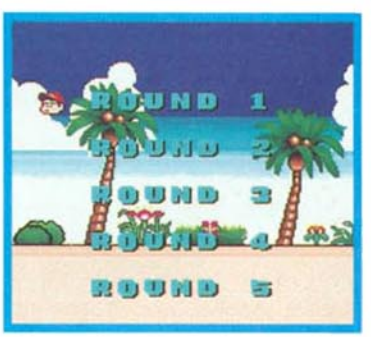
MEET SUPER HIGGINS!

Not necessarily the most difficult, but certainly the most colorful Adventure Island game, the Super NES version takes the high-flying Master Higgins to new heights. Vertically oriented stages add to the excitement and superior sounds are bound to delight your ear drums. Ya gotta dig that Hig!

Press and Hold: L, Right, X and Start

OFF THE STARTING BLOCK

When the title screen first appears, press Start. Wait for the title screen to come back and then enter the Stage Select code by pressing and holding the buttons as described above. Send Master Higgins to any one of five rounds.



ROUND 3

Higgy Baby has some tall timber to traverse at the beginning of Round 3. The Cave substage appears to be not too difficult, but watch out . . . it is!

ROUND 4

Higgins heads out to the island desert for some Boomerang practice, and mountain climbing. He then takes a big swan dive back to the ocean for some deep sea diving.

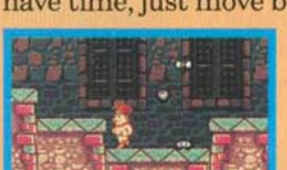
ROUND 5

Brrrr! Master Higgins must bear the chilly weather as he approaches the castle in Round 5. Once inside, a dimly lit stairway will prove challenging for a hero in a grass skirt. Luckily, the lights get turned back on for the stage's finale, the meeting with the evil Dark Cloak.

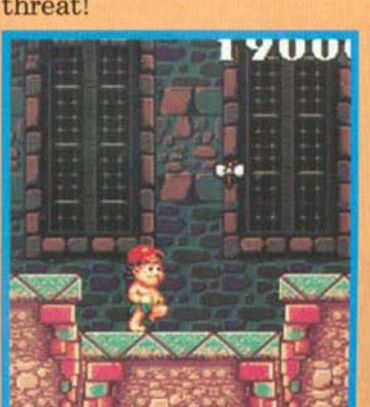
With the limited sight distance, it's very easy to get burned!

SCROLL BACK!

There are many places where you may not have a weapon and a group of enemies will appear. If you have time, just move back to the left until the enemy disappears. Now you can continue with no enemy threat!



In Round 5-3, a gang of gray Slimes will jump out to attack Master Higgins. When the first ones appear, run back to the left until they go off of the right side of the screen. Continue on!



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ARCANA

THE MAGIC IS IN THE CARDS

Traveling through the chapters of Arcana takes a great deal of time, patience and skill. For the restless adventurer there is an alternative. Use the Stage Select to see what lies ahead. You'll have companions and a good selection of items when you begin.

↓ SELECT SELECT X Y SELECT SELECT L R SELECT SELECT ←→↑

SKIP TO THE CHAPTER

The code listed above lets you start off at the beginning of any of Arcana's five chapters. Enter the code when the START/CONTINUE title screen appears, then choose the chapter you want to see by using the Key shown to the right.

CHAPTER	KEY
STAGE 2	*A*
STAGE 3	*B*
STAGE 4	*X*
STAGE 5	*Y*

CHAPTER 2

"Reinoll The Elder" is the title of this chapter, but you won't meet this helpful ally until you pass through the Forest of Doubt and the Crimson Valley.

CHAPTER 3

Entitled "Rescue," this chapter takes you through the vast maze of the Ice Mines. Here you'll meet Axs, a great fighter, and Marid, the Water Spirit.

CHAPTER 4

In "Confrontation," you'll venture into Stavery Tower. With 12 levels to explore, you'll need the help of the remaining Spirits, Dao and Darama.

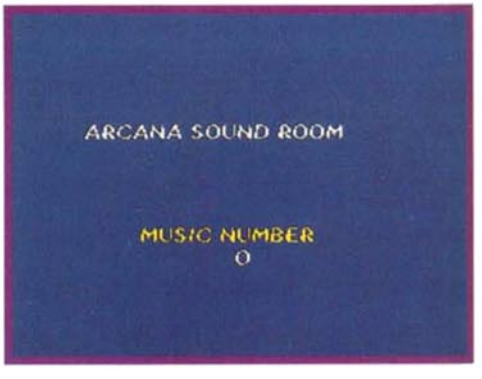
CHAPTER 5

The final chapter is "Salvation." Strong enemies and betrayal are your greatest dangers in the castle. The final conflict with Empress Rimsala lies ahead.

HOLD L R B START

SOUND ROOM

The rich musical score of Arcana can be enjoyed by entering the Sound Room. On the title screen, hold L, R and B Buttons, then push Start.



Push Up and Down on the Controller to listen to each of the 90 themes that you will find in Arcana.

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ASTYANAX

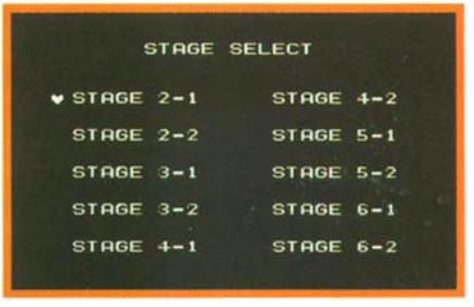
THERE'S DANGER IN REMLIA!

Astyanax, a normal high school freshman, is on his way to school one day when he is mysteriously teleported into another dimension. Cutie, a pixie, brings him to the land of Remlia where Princess Rosebud has been taken captive by an evil wizard. Using the secret Stage Select and Invincibility codes, Astyanax will be able to save Rosebud (and himself) much more quickly.

↑ ↓ ← → *B B B B Start*

STAGE SELECT

By entering the Stage Select code while the title screen is showing, you will be able to transport Astyanax to any one of 10 different locations in the land of Remlia. The only stage which you will not be able to choose is Stage 1. Press the Select Button to move the cursor to the desired stage.



STAGE 6-1: THELENEA

A maze of doorways confronts Astyanax as he and Cutie the Faerie make their way through the first part of Castle Thelenea. Go through the doorways which the Skeletons pop up in front of. This is the key to getting to the end of Stage 6-1. Meet Thorndog at the end.

The Skeletons will give away clues as to which door Astyanax needs to go through.

STAGE 6-2: TOWER

Here, in the Tower, Astyanax must do battle with the mini-bosses which he has faced in earlier levels. Save your Magic Power until you really need it. Cutie paid the ultimate price to get you into the Tower, Astyanax. Don't let her down!

Take out this Bullish bully mini-boss with powerful, well-placed hits. Move on to Blackhorn!

↑ ↑ ↑ ↑ ↓ ← → ↑ *Start*

INVINCIBILITY CODE

Astyanax becomes impervious to all enemy attacks for the entire game if you enter the Invincibility Code. You won't be able to use the Stage Select, but you won't have any trouble getting through the entire game.

Astyanax can totally thrash on the Skeleton, but it can't do a thing to him!

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BATTLETOADS

MAD DASH TO THE DARK QUEEN

Fighting frogs Rash and Zitz are on the run to save Princess Angelica and their partner, Pimple, from the wrath of the Dark Queen. By knowing the locations of several Warp Tunnels, they'll be able to make their way to the Queen's Ship in a flash.

TOP SECRET PASSWORDS · JUNE 1991 · NES · TRADEWEST · ACTION · NINTENDO PLAYER'S GUIDE

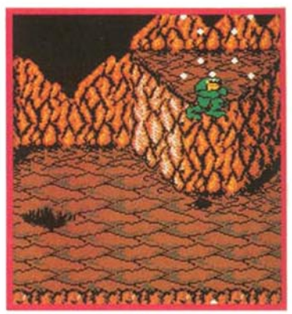
WEBFOOTED WARPS IN LEVELS 1, 3, 4 AND 6

HOP TO IT!

You'll find secret Warps in four sections of your race to the Dark Queen's quarters. By jumping into these flashes of white light, you'll hop two levels closer to your ultimate goal. Since they appear for a very short time, finding and using these portals will require quick reflexes and a lot of practice.

LEVEL 1

The Warp to Level Three is on a ledge near the starting point of this slime-slugging mission. The only way to trigger the portal is by dispensing of the first pair of Psyko Pigs with quick Battletoad Butts. Plow through the Pig on the left first, then level the Pig on the right and keep running. You'll see the flashing Warp on the first ledge. Hop up to this quickly-dissolving flash of light and take a non-stop flight to the Turbo Tunnel.

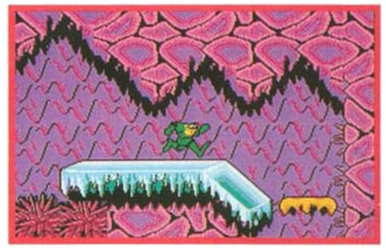


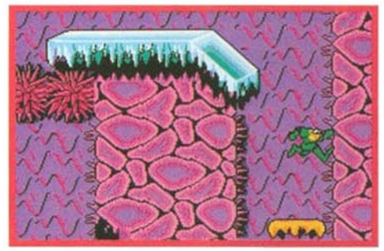
LEVEL 3

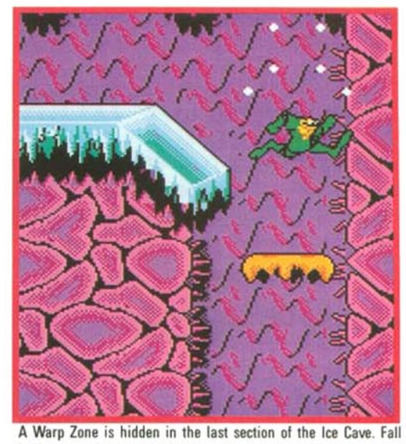
There are five Speeder Bike courses in the Turbo Tunnel. The fifth course is especially fast. Count the walls as you pass them and aim your Speeder Bike on a collision course with the tenth wall of this fifth course. A Warp Zone will appear just in front of the wall. Before you hit flat rock, you'll come into contact with the flashing white light and skip ahead to a Space Board chase in Level Five. Keep racing toward victory in the Dark Queen's hideaway.

LEVEL 4

If you skip the Warp Zone in Level Three, you'll find a different Warp Zone in Level Four. The last section of this icy world is filled with falling platforms. After you fall halfway on the first platform, jump quickly and repeatedly in order to float back up to the ledge. When you reach the top, you'll discover the Warp Zone. If you can reach the zone before it's gone, you'll zap past the Space Board chase of Level Five and land in the sinister Snake Pit of Level Six, where one last Warp Zone can be found.



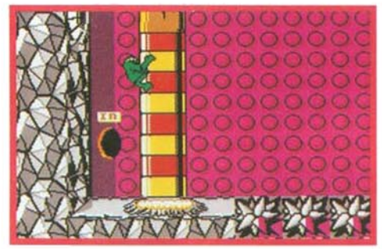


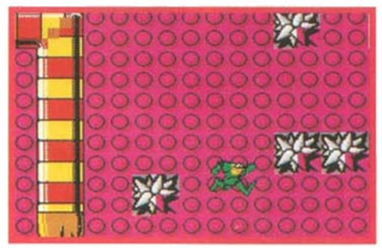


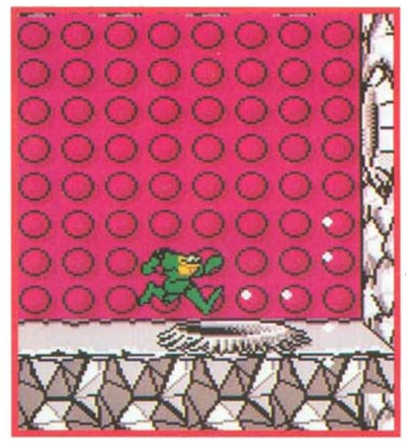
A Warp Zone is hidden in the last section of the Ice Cave. Fall halfway on the first platform, then jump quickly and repeatedly in order to float back up. The Warp Zone is level with the ledge. Leap into this portal to skip ahead to the Snake Pit.

LEVEL 6

By riding the mechanical Snake in the second section of Level Six, you can get a boost to the last, great Warp Zone. Grab onto the Snake as soon as it appears and fly to the top of the section. Once you're as high as you can get, quickly run to the right and jump off the Snake. You'll land on solid ground, with a Warp Zone on the far right side. If you manage to hit the white light before it disappears, you'll Warp to the Elevator Shaft with only two stages to go before you reach the Dark Queen's ship.







Ride the mechanical Snake to the top of the second section of Level Six. Then run to the right and jump to the flashing, white Warp Zone. You'll be on your way to Level Eight.

HOLD ↓, B AND A THEN PRESS START

TOAD RESERVES

You can earn extra Toad lives by entering a code on the title screen. Press and hold Down on the Control Pad, along with the A and B Buttons. Then press Start. You'll begin with five Toads in reserve.

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CAPTAIN SKYHAWK

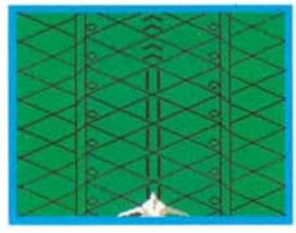
FLY NON-STOP OVER ENEMY LINES

Evil forces pose a threat to Captain Skyhawk's peace-keeping efforts. Use a pair of special flight maneuvers to guide the captain through his base-blasting mission and claim a quick victory over the enemies.

PRESS ↑, A AND B ON CNTRL. II

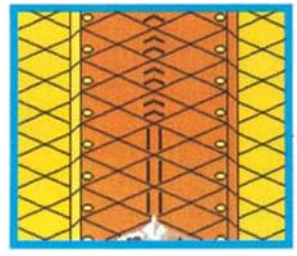
STAGE SKIP

You can soar past any of the stages of this military mission with a quick code. Using Controller II, press Up on the Control Pad and the A and B Buttons at the same time. You'll move on to the next area instantly.



MISSION 2

Once you've destroyed the base in Mission 1 and blasted your way through the first dogfight (or skipped over both areas) you'll face the challenge of delivering supplies to soldiers behind enemy lines. Accuracy counts!



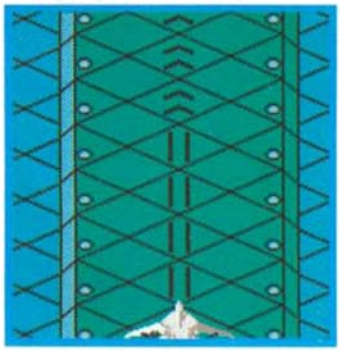
(↑ → ↓ ← ↑) X 4 START

IN-FLIGHT INVINCIBILITY

You can ensure that your plane will fly through the stages of this game without a scratch. As the letters are falling from the copyright information screen, press Up, Right, Down, Left and Up on the Control Pad four times. When you start the game, you'll be unbeatable!

MISSION 3

The action moves very quickly in this mission to destroy the second enemy base. If you're not using the invincibility code, you'll experience a very challenging battle. Stay back and give yourself plenty of room to move.



FINAL MISSION

If you skip ahead to this last enemy base without destroying a lot of enemy planes in the dogfight stages, your fighter may not be properly equipped. Make sure to blast as many enemies as you can for Power-Up credits.

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DRAGON SPIRIT

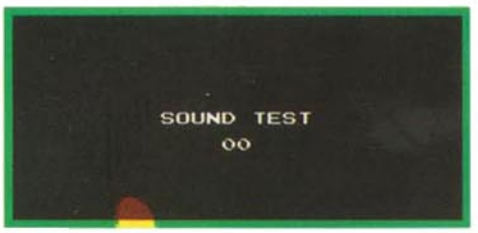
FLY FORTH TO THE DARK CASTLE

The heroic Prince Lace can fly to the Dark Castle by calling the spirit of the Blue Dragon, then rescue his sister from the clutches of Zawel. You can help Lace with a few tricks of your own. Use special codes to skip stages and earn lives.

CNTRL. II: HOLD A, B AND ↑, THEN PRESS RESET

SOUND TEST

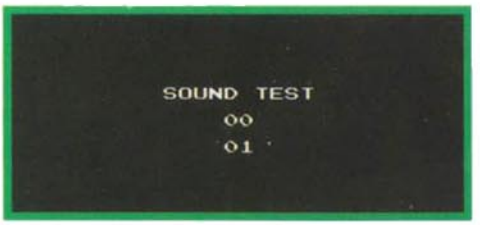
You'll have to call up the Sound Test before you can select stages. With Controller II, press and hold Up, A and B. Then press Reset on the Control Deck and select tunes with Controller I.



CNTRL. II: B ↑ ↑ B ↓ ↓ B

STAGE SELECT

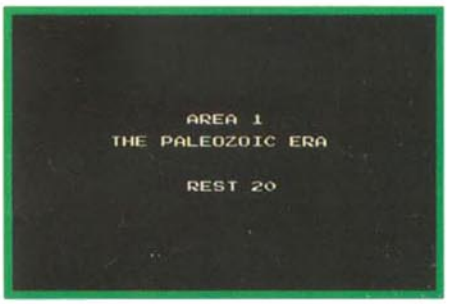
Once the Sound Test is on the screen, you'll be able to call up the Stage Select. On Controller II, press B, Up, Up, B, Down, Down and B again. Then press Left and Right to change stages.



CNTRL. II: HOLD A AND B. CNTRL. I: PRESS START

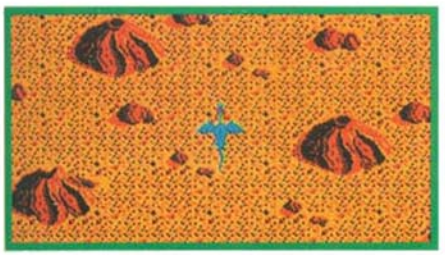
20 DRAGON ATTACK

After the initial battle in Zawel Castle, you can start the real adventure with a ton of Dragon lives. When the game returns to the title screen, press and hold A and B on Controller II and press Start on Controller I. You'll have 20 Dragons in reserve!



STAGE 2

In the second Blue Dragon stage you'll brave the dangers of a deadly volcano. Beware of sudden lava bursts.



STAGE 6

Enemies attack from the air and the frozen tundra in this land of glaciers. Make good use of your ground attack.

FINAL STAGE

The ninth Blue Dragon stage takes place in the confines of the Dark Castle. Move quickly and watch for wall spears.

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GHOSTS 'N GOBLINS

ONLY THE BRAVE SHOULD PLAY

This is a very difficult game! Capcom really turned up the heat when they were programming this game to give NES game players a real challenge. Your job is to guide Arthur on a quest to save the kidnapped Guinevere. Ghosts 'N Goblins can become quite maddening, so the Stage Select code should be your saving grace.

On the title screen, press and hold Right and press B 3 times. Press Up and release, then press B 3 times. Press Left and release, then press B 3 times. Press Down and release, then press B 3 times.

A B ↑ ↓ A B ← →

SECRET MESSAGE

If you enter this code after finishing the entire game (both quests) you will be able to see a secret message.

STAGE SELECT

After the Stage Select code has been entered, press Start and then press the A or B Button to choose which stage you want Arthur to begin his quest on.

STAGE 3

Duck down under the Bats at the beginning of the stage. Further on, the Red Devils and Petite devils will cause Arthur to have severe anxiety attacks because he'll always be on the watch for them.

STAGE 4

Make your way to the highest moving platform for the ride across the chasm. When crossing the long bridge, always run to the right, jumping the flames and shooting the annoying Petite Devils.

STAGE 6

This is the most difficult part of the game. Use of the Stage Select code will help you to solve the many intricacies of Stage 6. Don't pick up the Cross until you're prepared to take on the two demon bosses. The Cross will block their Death Ball attack.

FINAL BOSS

Unlike Stage 6, Stage 7 is the easiest part of the game. Arthur faces off against the final Boss. Jump up and shoot him in the head with your weapon. It'll only take about 10 hits to finish him off. Remember, you have to go through the game twice to win.

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SUPER GHOULS 'N GHOSTS

ENTER THE GHOUL REALM

Arthur's search for Magic has paid off. In Super Ghouls 'N Ghosts, he'll have a variety of weapons to use. This, in turn, allows him to use several different types of Magic. As before in Ghosts 'N Goblins, Guinevere has been kidnapped and Arthur is off to save her. This time, Sardius must pay! Don't expect it to be an easy task, though. It's not!

HIGHLIGHT EXIT, PRESS AND HOLD L & START ON CNTRL. II & START ON CNTRL. I

STAGE SELECT

On the Option Screen, highlight EXIT. On Controller II, press and hold L and Start and press Start on Controller I. This will take you to a Stage Select screen. Each stage has two areas. You can choose to start on either area.

STAGE 3

Enter Vermilion Horror! Arthur will go to the fiery depths in this hot stage. Watch out for Petite Devils and Bats.

STAGE 5

The Deep Chill will test the insulation of Arthur's armor. The Ice Warlord awaits Arthur at the top of the Ice Wall.

FINAL STAGE

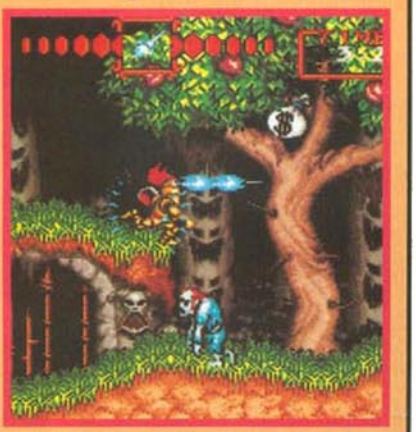
The Hallway of Ghouls is full of Petite Devils, Bird Heads and Ghosts. Two large Emperors will try to stop Arthur.

FINAL BOSS

Sardius stands about five times as tall as Arthur and can only be defeated if Arthur possesses the Goddess Bracelet. No other weapon will do any damage to him. Stand by Sardius' left heel and jump up on one of the moving platforms. Fire the powerful weapon at the head of Sardius. It will take up to 25 hits to defeat him. Patience and finesse will be your best allies.

MAGIC & WEAPONS

The power of Arthur's weapons, not counting the Goddess Bracelet, will be increased if he is wearing Bronze or Golden Armor. To access the magical properties of each weapon, Arthur must be wearing the Golden Armor.



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GUN-NAC

THE UNIVERSE IS A WEIRD PLACE

Somewhere in the vast reaches of the universe is a world where vegetables and machines are revolting, and fish and rabbits run amok. Officer Gun-Nac from the Space Police is put on the case. You can join him on this mission to save sanity.

There are eight stages of fast-scrolling action for Gun-Nac pilots. As you shoot across alien landscapes, pick up the Power-Ups, money and bombs that will help you achieve victory. The Stage Select explained below puts you in command.

STAGE SELECT

When the Game Start/Config. Sys. options appear on the title screen, choose Config. Sys. and push START. In the Gun-Nac Control Room, move to the SOUND TEST and push Right on the Controller until you see 05 appear. Move to AREA and choose one of the eight stages by pushing Right or Left.

STAGE 3

This planet is for the fish. As you fly over the ocean, expect to meet hostile fire from fish as well as battleships. Watch out for rotating mirrors, missiles, hopping octopi and a giant mermaid.

STAGE 5

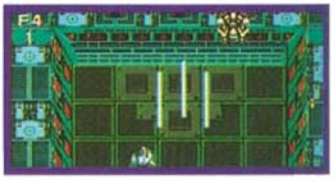
There are some things that money can't buy. In this world, you'll be attacked by cunning currencies of all types. Try to break the bank by using your bombs when the sky is filled with coins and laser beams.

STAGE 7

Ever heard of fun in the sun? It isn't. In this stage you'll be flying along the side of an artificial sun that is erupting with solar flares. There's enough heat in this stage to cook your goose for good.

FINAL STAGE

This highly mechanized space fortress is the source of all the trouble. You'll have to face an arsenal of energy beams, spaceships, creatures and bombs before you reach the final boss.



© 1990 TOKYO SHOSE

THE HUNT FOR RED OCTOBER

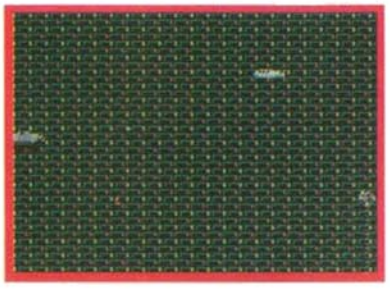
CAPTAIN RAMIUS SAILS FOR THE STATES

A large body of water stands between Captain Marko Ramius and U.S. soil. Your mission is to guide the captain and his sub, the Red October, past the massive Soviet Fleet and on to freedom. Several codes will provide an important boost.

START A B SELECT → ← ← → SELECT B A B B A START

STAGE SKIP

When the battle down below gets too tough, you can warp to the next stage with a button-tapping maneuver. Press Start to pause the game. Then press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A and Start. Beware. This code works only once per game.



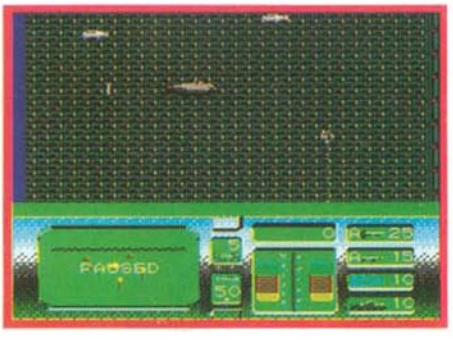
ARCTIC ZONE

If you choose to use your one chance to skip a stage in Stage One, you'll automatically warp to the Stage Two Arctic Zone. Some of the ice passages are very narrow. Use missiles and torpedoes to clear the way and try to avoid falling rocks.

START A B B A → ↓ ↑ ← ← START

DOUBLE YOUR SCORE

In addition to escaping the grasp of the Soviet Fleet you should strive to score points. A quick code works wonders for this goal. Pause the game and press A, B, B, A, Right, Down, Up, Left and Left again. When you resume the game, all scores will count for double their previous worth.



WITH 0 SUBS, START A B SELECT → ← ← → SELECT B A B B A START

TONS OF SUBS

For a few seconds after your last sub has been destroyed, the sub total reads "0". At that time enter the Stage Skip code to put a huge number of subs into reserve.

START A B SELECT A B SELECT A B SELECT A B SELECT A B SELECT A B B A START

HARDWARE PICK-UP

Pause the action and enter the sequence A, B, Select five times. Then press A, B, B, A, START. You'll have a full complement of weapons.

The Hunt for Red October TM & © 1990 Paramount Pictures Design and Program © 1990 Beam Software Published by Hi-Tech Expressions

THE HUNT FOR RED OCTOBER

ACROSS THE ATLANTIC WITH GAME BOY

This exciting Game-Linker is set in eight Atlantic Ocean locations. You can sail into the adventure at any point with a special code and guide the Red October through the remaining stages. There are also codes for extra subs and missiles.

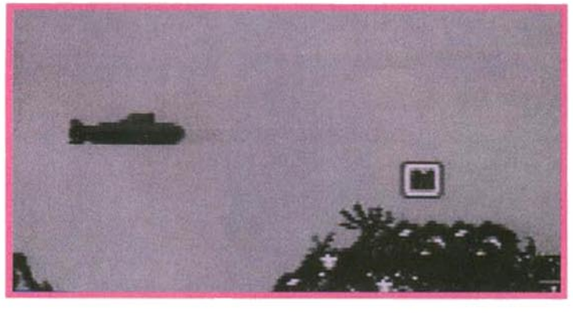
B SELECT ← → START

STAGE SELECT

The race for freedom from the Soviet Fleet begins just off the shores of Russia and ends amongst the oil rigs off the Florida coast. You can drop into the mission at either of those locations or at any point in between by keying in a Stage Select code. At the title screen, press B, Select, Left, Right and Start. The message "Starting World: 1" will appear. Press Left and Right to change the stage number, then push Start to begin in the desired stage. You'll be on your way.

STAGE 3

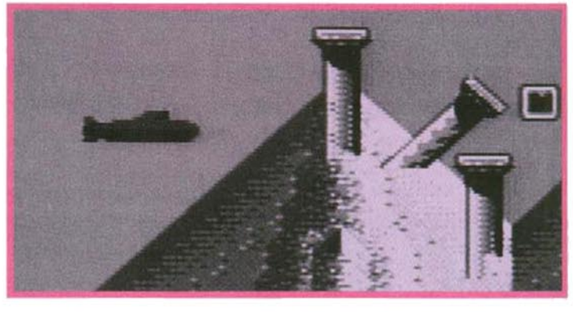
The third battle scene of this underwater adventure takes place off the southern tip of Greenland. You'll encounter wide open spaces, tropical islands and huge coral reefs. If you're in control of the Red October, stay as far away from the surface as possible and try to take on the enemies one at a time. If you're controlling the Soviet Fleet, block the few narrow passages with submarines and bombard deep sections with depth charges.



Since there are few floating objects to hide under, you should stay as close to the coral reef in this stage as you can.

STAGE 5

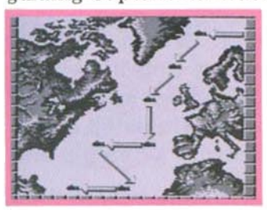
The ruins of this remote ocean area could very likely be the remains of the lost city Atlantis. Some of the structures are close to the surface. If you're controlling the Red October, you should try to steer through these sections as quickly as possible and use homing missiles to take care of the vessels on the surface. If you're controlling the Soviet Fleet, concentrate your forces in the shallow areas and get ready for an all-out attack.

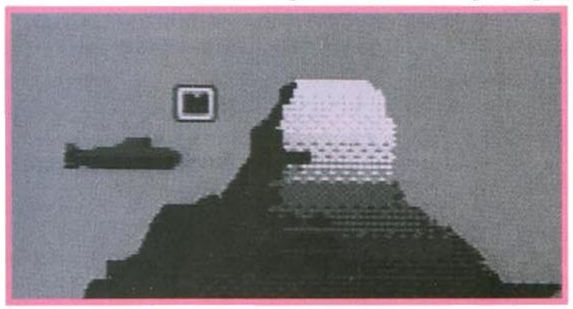


The ruins of Stage 5 reach toward the surface of the ocean. Steer through these areas quickly, then dive.

STAGE 7

Islands and open spaces are the main features of this southern Atlantic region. The floating land masses are perfect for the Red October to hide below. If you're guiding Captain Ramius and the Red October through the area, try to clear away your immediate surrounding while staying under cover. Use the Caterpillar Drive while piloting the open areas. If you're in charge of the Soviet Fleet, patrol the narrow passages.

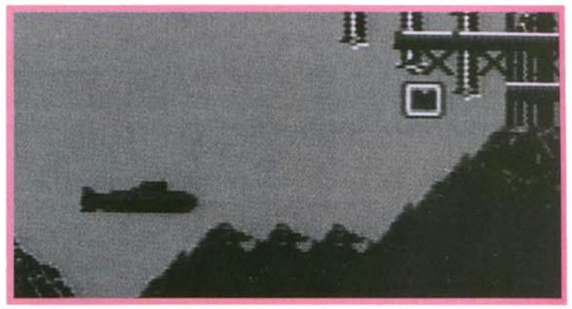




Underwater buttes and other natural formations are a common feature of Stage 7.

FINAL STAGE

The final showdown between the Red October and the Soviet Fleet will prove to be a challenging battle for both parties. Oil rigging and large land masses stand between Captain Ramius and freedom on the Florida Coast. If you're steering the Red October, study the rigs carefully and look for holes to pass through. If you're controlling the opposition, find the rigging holes and guard them with submarines.



Your approach to the Florida Coast is full of oil rigging and shallow waters.

HOLD A AND B, THEN PRESS SELECT ↑ ↓

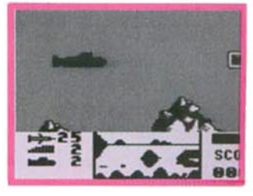
25 SUBMARINES!

Some sections of the Atlantic are very difficult to navigate. You'll encounter dozens of sub-threatening obstacles and heavily armed enemies. You can bring the odds for survival back into your favor by entering a code on the map screen. As the path of the submarine is being laid out, press and hold A and B, then press Select, Up and Down. You'll begin the next stage with 25 subs in reserve.

HOLD A AND B, THEN PRESS ↑ ↓

25 MISSILES!

You'll find that homing missiles are very useful in obstacle-filled areas. If you anticipate a need for a lot of homing missiles while you're entering a particular section, you can key in a 25 missile code from the map screen. While the route of the Red October is being shown, press and hold A and B, then press Up and Down. When the action begins, you'll be loaded with missiles.



The Hunt for Red October TM & © 1990 Paramount Pictures Design and Program © 1991 Beam Software Published by Hi-Tech Expressoft

JACKIE CHAN'S ACTION KUNG FU

ON THE ROAD WITH JACKIE CHAN

Kung Fu fighter Jackie Chan is on a mission to save his twin sister from the villainous Sorcerer and bring peace back to China. With a special maneuver, you can join Jackie at any point in his journey and stay with him 'till the very end.

TOP SECRET PASSWORDS DEC. 1990 NES HUDSON ACTION NINTENDO PLAYER'S GUIDE

CNTRL. I: ↑↑↓↓↑↓ B A START CNTRL. II: B

STAGE SELECT AND 99 CONTINUES

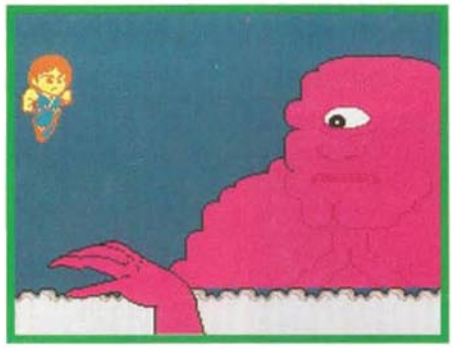
After you play a quick game and return to the title screen, press Up, Up, Down, Down, Up, Down, B, A and Start on Controller I and press B on Controller II. You'll have 99 Continues and a chance to change the stage number by pressing Up and Down on Controller I.

STAGE 3

This stage begins in a pool at the bottom of a tall waterfall. Your mission is to climb to the top and defeat the spirits of the falls.

STAGE 4

This long road includes many different terrains. Watch for flying skulls on the plains, tigers in the snow and a giant in the clouds.

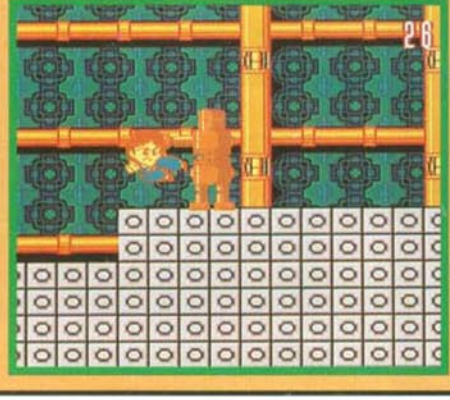


STAGE 5

The final battle takes place in the Sorcerer's Castle. If you defeat the creeps with candles, the castle will go dark. Watch your step!

BONUS STAGE TURNAROUND

By collecting a Bonus Bell in the clouds of Stage 4, you can warp to an area where Power-Ups are plentiful. Once you've been through the Bonus Stage, fall from the sky and return to the beginning of the cloud section. Then make your way to the Bonus Bell and collect it again.



You can enter the Bonus Stage as many times as you want by dropping to the beginning of the cloud section and returning to the Bonus Bell.

TM & © 1990 Hudson S

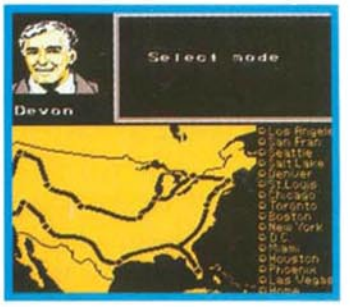
KNIGHT RIDER

MICHAEL AND KITT TO THE RESCUE!

Hostile terrorists have attacked an unspecified U.S. Army weapons center in California and have stolen a tremendous amount of weapons and ammunition along with the P.I.V. Bomb. They have deployed their battalions and are heading out to different locations throughout the United States. Fire up KITT and head out to the highway, Michael!

HOLD THE A AND B BUTTONS AND HIT THE RESET BUTTON

When the title screen comes back on after executing the Stage Select code, choose Mission or Drive and press Start. Pressing Start again takes you directly to the Select Mode screen where Devon will ask you where you want to go. Choose a stage by pressing Up on the Controller.



STAGE 12

Stage 12 takes Michael and KITT into the heart of Texas. They'll be heading towards Houston. Drive as fast as you possibly can, but try not to crash into any blue vehicles. Shoot any vehicle which is painted red or yellow. These are terrorist vehicles. Some of the blue 18-wheelers have been hired by the terrorists in an effort to slow you down, but don't shoot them.

STAGE 14

The lights in Las Vegas are on all of the time, but at night, they shine much more brightly. Michael and KITT will be able to see Las Vegas in the distance as they tackle the challenge of Stage 14. KARR, a prototype of KITT, was also stolen by the terrorists. They have reprogrammed it in an effort to destroy KITT and the Knight Foundation's main man, Michael.

STAGE 15

Interstate 10 never looked so long! KARR has been defeated, but now the terrorists are really pushing their luck—they've taken Devon. Michael and KITT must race from Las Vegas to Los Angeles for the final showdown. Your driving skills must be razor sharp because there are cars all over the road. The terrorist vehicles are out in full force, too!

INVINCIBLE ZONE

By driving KITT down one of the striped lane dividing lines, you can avoid enemy vehicles much easier because they always drive in the middle of the lanes.

© 1988 Acclaim Entertainment

LITTLE NEMO THE DREAM MASTER

GET BACK IN BED, NEMO!

In his dreams, Nemo has a vivid imagination. Things seem so real! Maybe they are. This is a game which a lot of players may have passed over. Mistake! It's a really fun game and definitely merits a closer look. Nemo is a brave lad and with the help of some of his friends from the animal kingdom, he just might accomplish his task.

TOP SECRET PASSWORDS SEPT. 1990 NES CAPCOM ACTION NINTENDO PLAYER'S GUIDE

↑ *Select* ← → *A A B*

STAGE SELECT

After entering the Stage Select code on the title screen, the words "Dream Select" appear. Move the cursor to Dream Select and press the A Button for as many levels as you wish to skip.

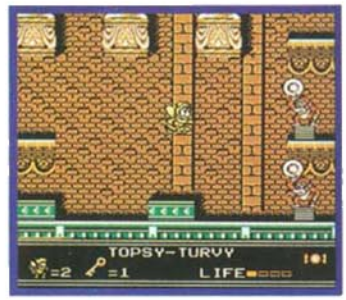
Enter the Stage Select code to make the words "Dream Select" appear on the title screen.

STAGE 5: NEMO'S HOUSE

Unfortunately, there are a limited number of Life Potions in Nemo's House and there is a great deal of territory to be covered. Find seven Keys with the help of four animal friends.

STAGE 7: TOPSY TURVY

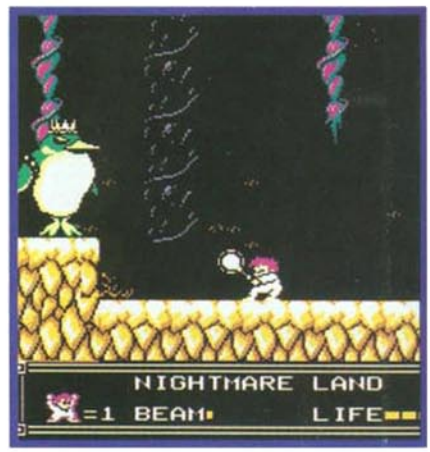
Whoa! Everything's upside-down here! Some of the Keys in Topsy Turvy can be very difficult to find, but the Mouse, Bee and Frog will be there to help you and Nemo find them all.



STAGE 8: NIGHTMARE LAND

Nemo will have to battle King Penguin, Manta, and finally, the ominous Nightmare King. In Stage 8, Nemo will automatically have use of the Morningstar, an ultra-powerful weapon.

Blast the Nightmare King repeatedly with the Morningstar. Press and hold the B Button to charge the weapon up to full power. Release the button to fire the powerful weapon.



© 1990 CAPCOM

OPERATION C

SERIOUS ACTION

Operation C from Ultra is the Game Boy sequel to the popular Contra series of games. Here's the dirt—aliens are on the planet and only you and some incredible weapons can stop them from taking over. It isn't easy, though, so a Stage Select comes in handy.

↑ ↑ ↓ ↓ ← → ← → *B A B A START*

STAGE SELECT

When the full title screen appears, enter the sequence listed above to reach the Stage Select option. When the Stage Select appears, pick the stage you want to visit.

AREA 2

The perspective of the inner base is overhead and vertical-scrolling. Tank-like guns block your route and alien soldiers attack from every side. Look for safe spots where you're out of the line of fire.

The big guns fire multiple shots, but you can stand safely between the pattern of fire as you reduce them to scrap metal.

AREA 3

The Jungle area will bring back memories of Super C for die-hard fans. Watch out for traps in the ground and ambushes in the trees, not to mention boulders on the cliffs.

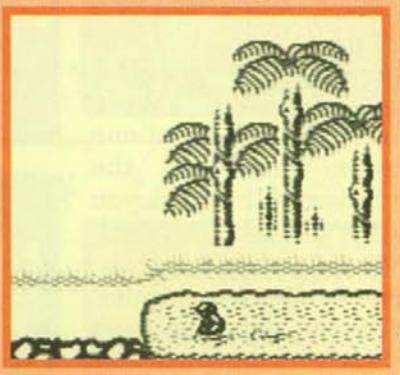
Fire at 45° to clear the trees. Midway through this stage, a mini-boss appears that drops bugs from tubes. Shoot out the bug tubes.

AREA 4

Use the Hunter Power-Up to clean up this alien nest. From exploding pods to jagged spikes that thrust from the walls, this is a place of nightmares. A giant spider-like alien lives at the end. Blast its brood of little spiders, then aim for the head while dodging its laser shots.

INVINCIBILITY

In the Swamp part of the Jungle stage, you are invincible when you are in the muck. Use this area as a safe haven before making the treacherous climb up the cliff.



Look for the Swamp just after the mini-boss and just before the cliff.

↑ ↑ ↑ ↑ ↓ ↓ ↓ ↓ ← ←
← ← → → → → *A B START*

10 LIVES TO LIVE

If you enter the code listed above, you'll start out your mission with ten men rather than three.

Ultra, TM & © 1991 Konami

RAD RACER

START YOUR ENGINES!

The original racing game for radical road warriors, Rad Racer challenges drivers to put their pedals to the metal on a globe-circling series. Climb behind the wheel of a finely tuned race car—and remember to pack your passport!

B HOLD ↑ → START

STAGE SELECT

You can choose either to race through the entire circuit or to race a specific track using this Stage Select code. First, start the game and select your car, then press the B Button one fewer time than the number of the track you want to run. For example, to start on track six, press B five times. Finally, hold Up and Right on your controller and press Start.

2 SAN FRANCISCO HIGHWAY

You'll race the San Francisco Highway at night, with the city lights shining in the distance. Don't be distracted by them—keep your eyes on the road and concentrate on cornering.

3 GRAND CANYON

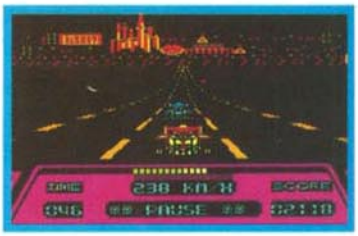
The desolate Grand Canyon course starts with tight curves that lead into a long, straight stretch where you can open it up. Near the end is another series of sidewinding turns.

4 RUINS OF ATHENS

Track 4 twists through ancient Grecian ruins. It starts with a brutal series of hairpin turns, opens into a long straightaway, then turns back to the finish.

5 LOS ANGELES NIGHTWAY

Almost every inch of Track 5 twists and turns, putting your driving skills to the test. To get an advantage, cut inside other drivers on the curves.

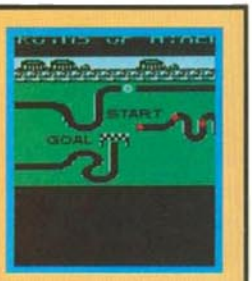


6 SNOW WHITE LINE

Snow-capped peaks rise beyond the sixth track, which is edged on both sides by drifts. The field is competitive, the track fast, the racing great.

RACE ON

If you lose the race, you can try the track again by using a Continue Code. After your unsuccessful bid, hold the A Button down and press Start. You'll get another shot at it.



© 1987 SQUARE

RAD RACER II

THE SECOND GENERATION

Bigger and better than the original, Rad Racer II takes you to eight stops on an all-U.S. circuit. From the Big Apple to the Bay Bridge, each track has unique challenges that will keep you working at developing your driving skills.

B HOLD ↑ → START

STAGE SELECT

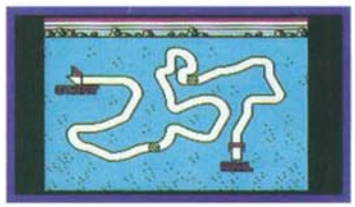
Choose any of the eight tracks. On the Title Screen, press B one time fewer than the number of the track you want, then hold Up and Left and press Start.

2 THE BIG APPLE

Track 2 puts you on the streets of New York City—at night. With a series of short curves, the last leg is the toughest of the three.

3 GETTYSBURG

The second of the three legs snakes into some tight turns. Memorize the map so you anticipate the twists and turns in the track ahead.



4 MONUMENT VALLEY

For the Monument Valley race, you'll head for the desert. The first section of track is twisty, but the rest has long, gradual curves.

5 LAS VEGAS BLVD.

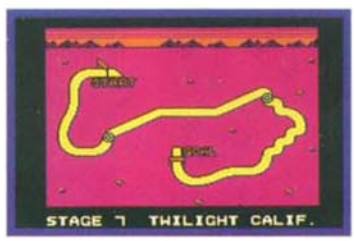
The bright lights of the gambling city light the track, which spirals to a central goal. The turns get tighter as you near the center. It's no time to gamble!

6 ROCKY MOUNTAINS

High in the mountains, Track 6 sits in a blinding snowfield. The first and third sections test your turning techniques. Drive hard. Don't let others gain position.

7 TWILIGHT CALIFORNIA

A dramatic coastal sunset is the backdrop for the Twilight California track, where long straights let you push it to the limit. Slow for curves near the end.



8 BAY BRIDGE

San Francisco Bay is the setting for the final race. Its first two sections are long and straight, but the third makes up for them with plenty of hairpin turns.

TM & © 1990 SQUARE CO., LTD.

ROBIN HOOD: PRINCE OF THIEVES

THE LEGEND LIVES

Take a trip back in time, to bleak twelfth-century England, when Robin Hood and his merry men ruled Sherwood Forest and sought justice for the common man. All for one and one for all, they defied the forces of the corrupt Sheriff of Nottingham.

A A A A A A A A B B B B B B B B

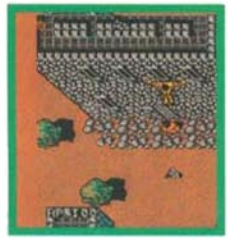
STAGE SELECT

The game begins in an Arab prison, where Robin meets Azeem, his first recruit. From there, he must fight his way through dank Catacombs and return to England. You can travel much more quickly using the Stage Select printed above. On the title screen, press A eight times, then B eight times. The code takes you to a password screen, where you can enter any of the stage names listed in the table at the right.

PASSWORD	STAGE
CATACOMB	*OUTSIDE ARAB PRISON*
WALL	*NEAR HADRIAN'S WALL*
LOCKSLEY	*OUTSIDE LOCKSLEY CASTLE*
DUBOIS	*OUTSIDE DUBOIS MANOR*
CHASE	*HORSE RACE TO SHERWOOD FOREST*
CATHEDRA	*RESCUE OF KIDNAPPED MAIDEN*
BOAR	*BATTLE WITH A WILD BOAR*
MASTER	*SEARCH FOR MASTER TRAINER*
CHAPEL	*MEETING WITH MARIAN AT CHAPEL*
WELL	*SEARCH FOR HAUNTED WELL*
TAX	*ATTACK ON GOLD WAGONS*
POND	*SEARCH FOR HEALING WATER*
VILLAGE	*DEFENSE OF SHERWOOD VILLAGE*
CELTS	*BATTLE WITH CELTS*
TOWN	*JOURNEY TO TOWN*
TOWNHANG	*IN TOWN SQUARE BY GALLOWS*
CASTLEIN	*INSIDE SHERIFF'S CASTLE*

LOCKSLEY CASTLE

Robin returns to Locksley Castle, his once-proud family estate, to find it in ruins, the result of the Sheriff's ransacking. There, too, he finds Duncan, who was left blinded by the brutal attack.



SHERWOOD FOREST

After fleeing the Sheriff's men on horseback, Robin hides out in Sherwood Forest, where he establishes camp and becomes the leader of a band of rebels.

THE TOWN

With his men about to be hanged, Robin travels to town to mount a rescue. He keeps a low profile until he comes face-to-face with the Sheriff.

DUBOIS MANOR

Fulfilling his promise to Peter, Robin travels to DuBois Manor to visit Maid Marian. Wearing the Locksley Medallion, Robin enters, finds Marian, then fights his way through the Sheriff's men to get away.

THE CHURCH

Robin's first challenge as champion of the people is to stop the wedding of a young maiden to an evil baron. He catches the enemy off guard.

© 1991 Virgin Games, Inc

THE ROCKETEER

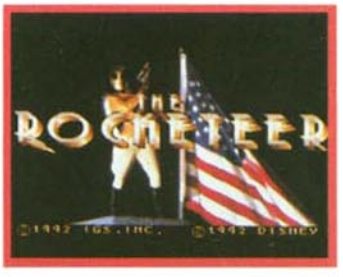
SOAR THROUGH DARING ADVENTURES

The Rocketeer soars through one amazing adventure after another in this diverse action game. He fights, he flies and he finds his friends. If you favor one stage, you can skip right to it by keying in a quick stage select code.

L R L R ↓

STAGE SELECT

When the title screen appears, showing the Rocketeer in a heroic pose, key in the following code: L, R, L, R, Down. You'll hear a metallic sound. After you select the number of players that will participate, the Select Starting Round screen will appear. That's your cue to skip to any of the game's eight stages.



AIR RACE 2

Cliff Secord is doing what he does best; flying very fast. Help him pilot his Gee Bee to victory over two competing planes in this 15-lap race around the airfield. You'll come out ahead if you make sure to turn sharply around the markers.

HANGAR 1

An army of attackers are trying to steal Cliff's Rocket Pack in the airfield hangar. Blast these baddies as quickly as you can and collect items when they appear. First Aid Kits are especially valuable.

AIR RACE 3

Cliff has grounded the Gee Bee in favor of the Rocket Pack for one last race around the airfield. Try to outlast a pair of rival planes through ten laps.

CHASE

Cliff's pals, Jenny and Peevy, have been abducted by evildoers. It's up to our hero to give chase in the guise of the Rocketeer. Watch out for enemy Rocketmen!

ZEPPELIN

Peevy is safe, but Jenny is still in the clutches of the bad guys. Cliff must resort to fisticuffs on the outside of a flying zeppelin in order to save her.

© 1992 IGS Inc. © 1992 Disney

S.C.A.T.

SPECIAL CYBERNETIC ATTACK TEAM

Two cyborgs are on a mission to destroy the aliens before they take over Earth. The game features unique weapon controls and five stages of punishing action. The Stage Select will help you reach higher levels, but it's still up to you to bust your way through.

The Stage Select for S.C.A.T. will take you from New York into outer space. The code below also doubles your Life Meter to 12.

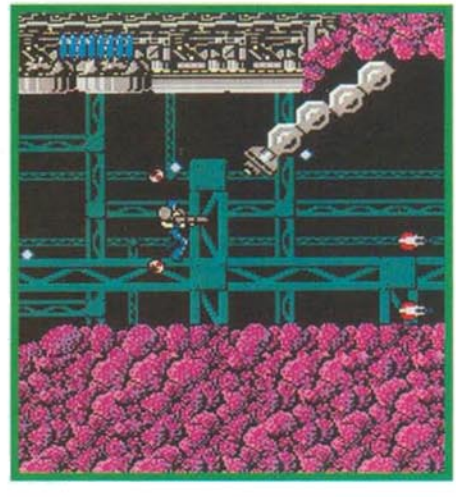
STAGE SELECT

This is a two-controller code. On Controller II hold A, B and Up at the title screen. Continue holding Controller II, then on Controller I push and hold A, B or Right to choose the stage as shown in the key. Finally, while still holding the buttons, push Start to begin that stage.

STAGE	KEY
STAGE 2	*A*
STAGE 3	*B*
STAGE 4	→

STAGE 2

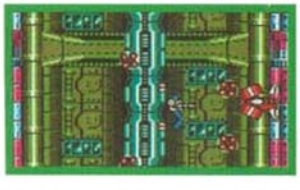
The Subterranean Realm scrolls right past mechanical arms, robotic scouts, cybernetic aliens and an assortment of other dangers. Position your Blasters at 45° for most of the journey, but shift to a straight up and down alignment when passing the two columns.

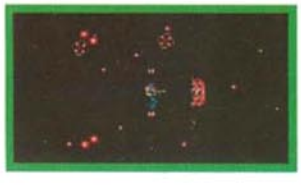


The Cybersnake's weak spot is its head. You'll have to dodge its homing missiles.

STAGE 3

The Astrotube is a vertically scrolling stage that speeds you faster and faster as it boosts you into space. Since you don't have authorization to use the Tube, an army of security robots will attack you. You need a rapid-firing weapon, so avoid the Bombs.

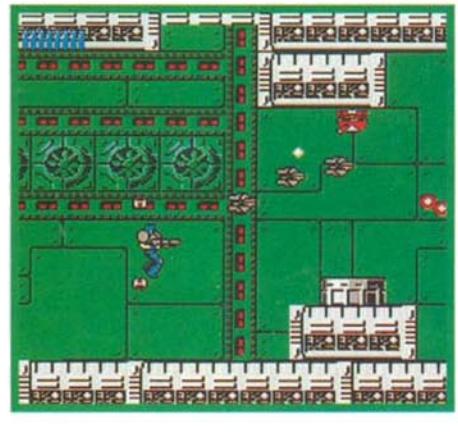




Destroy the upper and lower guns before targeting the massive blaster in the middle.

STAGE 4

Outside the Battleship you'll face lasers and squadrons of flying robotic fighters. Try to destroy the bays from which these alien pests appear. On the Bridge, you'll have to blast the windows before you can move on.



Dodge the laser blasts as you work your way up and right.

© Natsume '99

SHADOW OF THE NINJA

TIME WARP TO 2029

Natsume's action-packed martial arts title is a ticket to the U.S. in the year 2029, where the shadows of two ninjas appear and challenge the iron fist of Emperor Garuda. They must overthrow his corrupt government before more any innocent people perish.

A A A A B B B B A B A B A B A B

STAGE SELECT AND SOUND TEST

Start at the stage of your choice using this special Stage Select code. First, select the number of players you'd like, then press the A and B Buttons in the order listed above. You'll know that you've entered the code correctly when you hear a bonus sound. Now enter the code from the table, right, for the stage you want. Hold the buttons listed and press Start on Controller I.

Stage	Controller I	Controller II
1–1		
1–2		B
1–3		A
1–4		A,B
2–1	B	
2–2	B	B
2–3	B	A
3–1	B	A,B
3–2	A	
3–3	A	B
4–1	A	A
4–2	A	A,B
4–3	A,B	
5–1	A,B	B
5–2	A,B	A
Sound Test	A,B	A,B

LIGHTNING BOLT ATTACK

To mount an electrifying attack, hold the B Button down for about five seconds. Your Ninja will summon a lightning bolt that will destroy all enemies on the screen.

STAGE 2

Stage 2 takes you from the sewers below the city up an elevator to the darkened streets above, where a massive Tank patrols. Strike its turret to blow it up.

STAGE 3

The city lights sparkle in the distance as you climb a network of scaffolding in Stage 3. At the top, you meet—piece by piece—a guardian of towering strength.

STAGE 4

If you can cross the skywalk and get by the acrobatic guards, you'll find the inner workings of a large building. Mind the conveyor belts and moving machinery.

PRESS AND HOLD CODE, HOLD ↓ ON CNTRL. II, START

INVINCIBILITY CODE

To become invincible, enter the Stage Select code, then press and hold the buttons for the stage you want to start with. Now press and hold Down on Controller II, then Start.

© 1990 Natsume

SUPER SMASH T.V.

ENTER THE DEADLY ARENA!

The year is 1999. Television has adapted to the more violent nature of man. A game show, Smash T.V., is the highest rated program on television. Contestants are sent into enclosed arenas to do deadly battle with armies of mechanical beings. Their mission is to collect Big Money and Big Prizes, but their true goal is to survive. It's not easy.

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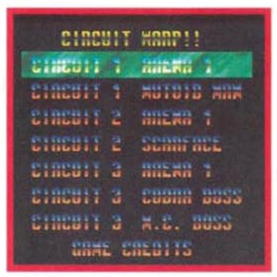
→ → ↑ ↓ *R L Start*

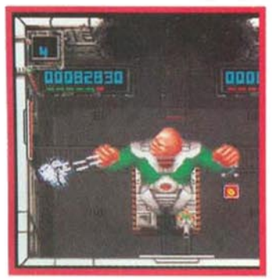
STAGE SELECT

While on the Player Select/Skill Select screen, enter the Stage Select code. If entered correctly, you'll hear the word "Bingo" yelled out. The Circuit Warp screen will automatically come up when you begin the game. Good luck. You'll need it!



CIRCUIT 1: MUTOID MAN

What an ugly dude! Regular fire from your gun won't do any damage to Mutoid Man. You'll have to nail him with the additional weapons which you can pick up when they appear in the room. Don't linger in any given area for too long—Mutoid Man will nail you with his lasers. This bad boss will go through several mutations before he goes under!



↓ *L R* ↑

EXTRA LIVES & CONTINUES

On the screen that you can enter the Stage Select code, you can also enter the Extra Lives/Extra Credits code. After entering the code, you will be taken to an option screen where you'll be able to select from 3 to 7 Lives and 4 to 7 Credits.

CIRCUIT 2: ARENA 1

Circuit 2 is overflowing with mechanical opponents. The metallic Orbs which first show up will shoot lasers vertically and horizontally. The best strategy for one or two players is to stay in a corner and shoot diagonally at them. They take two hits to be destroyed. Try to get every Smart Bomb which appears. They'll be life-savers!

Big Money! Big Prizes! I love it! Grab all of the Smash T.V. swag you can, but watch out for the mines.

CIRCUIT 2: SCARFACE

Bust Scarface in the chops! The ultimate pizza face, Scarface will chase you around his room and try to mow you down. Your gun will damage this evil character, but the supplemental weapons which you will pick up in the room will do the most damage to the scarred one.

CIRCUIT 3: ARENA 1

Circuit 3 has a "jungle" or outdoor feel. The baddies are much more varied than before and they all come out in full force. If you started the game from the beginning, you'd have to be a Smash T.V. expert to make it to Circuit 3. However, with the code, you can easily practice your smashing techniques here.

Snakes!!! I hate snakes! Actually, they're not too bad. They don't move very fast and you can cut them down rather easily as they enter the room from the mouth of the statue.

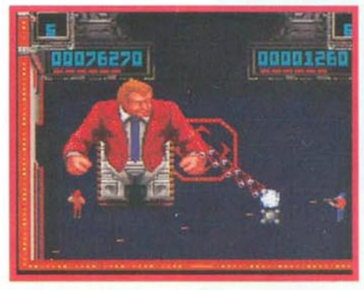
CIRCUIT 3: COBRA TWINS

Just when you thought you'd had enough snakes . . . these monstrosities appears before your eyes! Shoot at any area of either Cobra with any weapon. They will begin to move very fast when they are about to be defeated.

The Cobra Twins spit out streams of fire and also send out small spinning drones which bounce about the room at a rapid rate. Keep shooting!

CIRCUIT 3: M.C. BOSS

If you want to see and fight against the last boss, just enter the Stage Select code and choose M.C. Boss from the menu. He's very similar to Mutoid Man, but he moves a bit faster and takes longer to be defeated.



L R L L R

SOUND TEST

If you enter the Sound Test code on the Player Select/Skill Select screen, you'll be taken to a screen where you can sample the glorious sounds of Super Smash T.V. It's not very useful, but it is a lot of fun!

© 1991 Acclaim

SNOW BROS. JR.

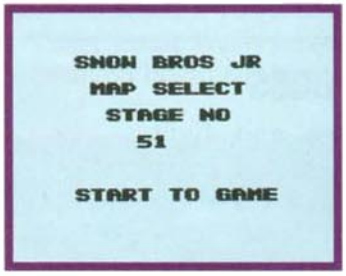
FROZEN FUN FOR EVERYONE

Players of all skill levels will be able to join in on the action of this fast and frenzied game with codes that allow for stage skipping and invincible play. You can take the Snow Bros. to the peak and challenge their toughest opponents instantly.

HOLD ↑, SELECT AND B, THEN PRESS START

MAP SELECT

Access any of the 51 Snow Bros. Jr. stages in a snap with the Map Select mode. On the title screen, press and hold Up, Select and B. Then press Start and choose the stage number with the Control Pad.

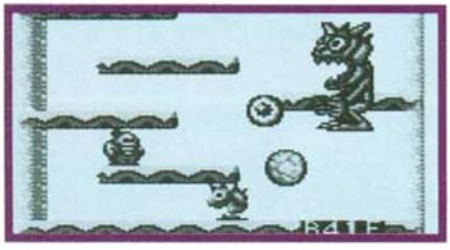


HOLD ←, ↓, A AND B, THEN PRESS START

INVINCIBLE SNOWMAN

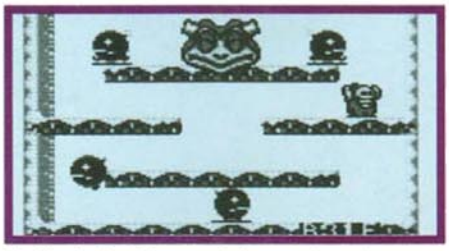
You can breeze through the stages of this challenger without taking any heat from your enemies. On the title screen, press and hold Left, Down, A and B. Then press Start. You'll be unbeatable when the game begins.

STAGE 10



Big creeps are in every tenth stage. This monster spits out smaller creatures.

STAGE 20



The floating head that guards the second set of ten stages fires bombs from cannon-like horns.

STAGE 30

Freeze the eggs of the monstrous bird in this stage and send them back to the source.

STAGE 40

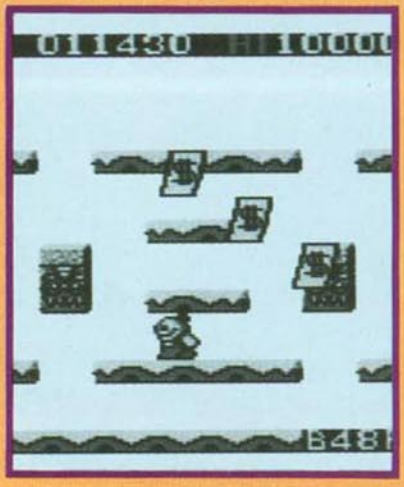
The fiend of Stage 40 spits flames. You can retaliate by freezing its fire.

STAGE 50

These twins are tough. Don't get locked in their bubbles or you'll float up and hit the spikes.

BONUS BOWL

Bowl over all of the creatures in a stage with a single Snowball and you'll collect big points. When all of the enemies have been wiped out at once, 500-point bills will appear in place of the flattened fiends.



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SUPER R-TYPE

THE MOTHER OF ALL SPACE BATTLES

The Bydo Empire has risen from its own ashes and now threatens your world. Only an extraordinary pilot in the most advanced space fighter can penetrate their defenses and destroy the threat. This classic space shooter is one of the toughest.

R, ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑
(During play) Push START, Hold R, A, and SELECT

↓R → ↓ → → ↓ → ↓ ↓
(During play) Push START, R → ↓ Y ↓ → ↓ ← → ↓ → →

STAGE SELECT

On the title screen showing your difficulty level, hold the R Button and press Up on the Controller nine times until you hear a sound. Now start the game and pause it by pushing Start. Push and hold R, A and Select. A number will appear at lower left. Push Up or Down to pick a stage.

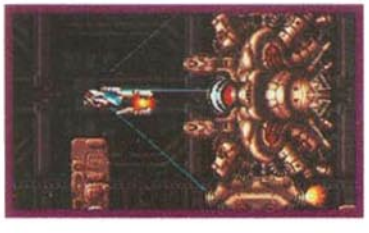
FULL POWER UP

At the full title screen, enter the following code: ↓ R → ↓ → → ↓ → ↓ ↓. After hearing a tone, start the game and pause it. Now push: R → ↓ Y ↓ → ↓ ← → ↓ → →. Choose your laser and missile types by pushing the buttons listed on the chart below. You can choose one of each type.

LASER	
A	*SKY ATTACK LASER*
B	*GROUND ATTACK LASER*
X	*REFLECT LASER*
Y	*SPREAD LASER*
R	*SHOT GUN BOMB*
MISSILE	
A	*HOMING MISSILE*
X	*SPREAD BOMB*

STAGE 5

Although the action isn't as fast here as in some areas, there are plenty of other dangers. Watch out for the crushing walls and wall walkers. The upper route is a bit easier.



STAGE 6

Robots of all kinds protect the Recycling Plant. Some of them almost seem like living creatures, but all of them are deadly enemies of the R-9. Attacks may come from every side.

STAGE 7

This final stage is the heart of the Bydo Empire and, as you can imagine, it is here that you will find the stiffest resistance. At the very end you'll meet the dreadful Woom.

If you select 11 through 17 when entering the code, you'll be one difficulty level higher than the one shown at the title screen.

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T.M.N.T. II THE ARCADE GAME

COWABUNGA CODES

This Turtles action game was a hit both in the arcades and on the NES. Shredder's Foot Clan armies make every step a torture for the Turtles, but you can prepare yourself by using the Stage Select and Ten Man Code to see what no Turtle has seen before.

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↓ ↓ ↓ ↓ ↓ → → → → → → → *B A START*

STAGE SELECT

At the title screen, enter the full Stage Select code that is listed above before the screen switches to the demo mode. Now, choose your Turtle. The next screen is the Stage Select. Keep in mind that there are seven scenes, but ten Stage Select numbers, so some of the numbers won't correspond.

↑ → → ↓ ↓ ↓ ← ← ← ← *B A START*

TEN MAN CODE

Enter the above code on the title screen before the demo mode appears. If you succeed, you'll have ten lives when the game begins. The code is easier if you think of it as progressing clockwise on the Control Pad.

B A B A ↑ ↓ B A ← → B A START

STAGE SELECT AND TEN MAN CODE

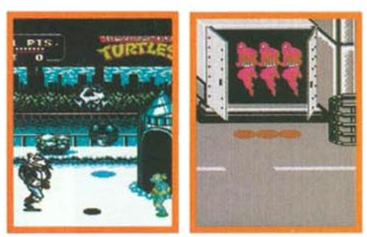
Once again, enter the code on the title screen quickly before the screen switches to the demo mode. After choosing your Turtle, the Stage Select screen appears. Choose the stage you want and start the game. You'll have ten Turtle lives when you begin play.

SCENE 2

Bebop awaits you at the end of this street fighting stage, but only after you've Turtle-handled an army of weapon-wielding Foot Clan conspirators. Be careful as you pass doors, alleyways and even signboards. Professor Stockman waits for you in the sewer.

SCENE 3

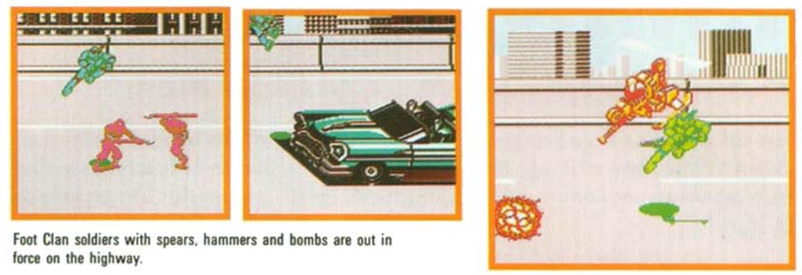
Something sinister has happened to the climate of New York, changing a Spring day into deep Winter. Tora—a sort of climatic terrorist of a bear—has control of a satellite. He doesn't quite know how to chill out.



After Tora, you'll enter the garage area. Expect masked muggers and hit-and-run drivers to attack your Turtle. Use objects like the signposts as weapons.

SCENE 4

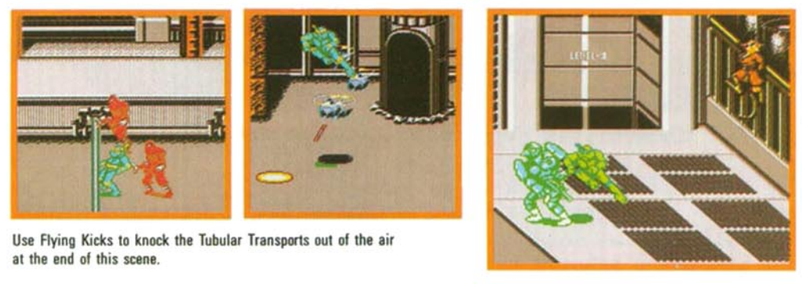
If you decide to pop into Scene 4 for a quick look around and a bite of pizza, think again. Speeding cars filled with Foot Clan soldiers are bad enough, but attack helicopters can ruin your day. During part of this stage you'll have to hoof it, then you'll attack from a skateboard.



Foot Clan soldiers with spears, hammers and bombs are out in force on the highway.

SCENE 5

New dangers lie ahead for Turtles taking a trip through the factory. Laser beams, flippers, mousers and Foot Clan ninjas all team up against you. The Stone Warrior from Dimension X appears at the end. Defeat him using Flying Kicks to save Master Splinter.



Use Flying Kicks to knock the Tubular Transports out of the air at the end of this scene.

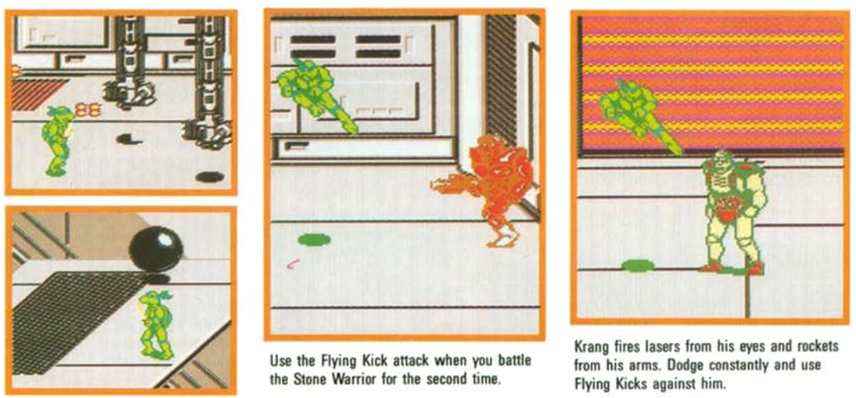
SCENE 6

Shredder's secret ninja training center is your next stop in Scene 6. Vincent Van Growl—a painted tiger that comes to life—is only one reason to be careful. Also, be ready for bamboo spears that stick up through the mats. The Shogun Warrior will lose his head in fury when you challenge him.

Use a Flying Kick attack in a figure eight pattern against the Shogun.

SCENE 7

In the Technodrome you'll find all the latest in high-tech, evil mastermind defenses. Apart from the guards and various traps, you'll face a deadly elevator ride and three bosses: Stone Warrior II, Krang and Shredder. Krang is particularly tough. He can take 220 hit points. As for Shredder, you'll have to contend with one real Shredder and one imposter. This is a good stage to use those ten extra Turtle lives in.



Use the Flying Kick attack when you battle the Stone Warrior for the second time.

Krang fires lasers from his eyes and rockets from his arms. Dodge constantly and use Flying Kicks against him.

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T.M.N.T. III THE MANHATTAN PROJECT

PASSPORT TO THE MANHATTAN PROJECT

The third Turtles epic has more variety than any of the earlier games, so you won't want to miss any of it. On the other hand, Shredder and his cronies will do anything to keep you from seeing the whole game. That's where this Stage Select Plus comes in handy.

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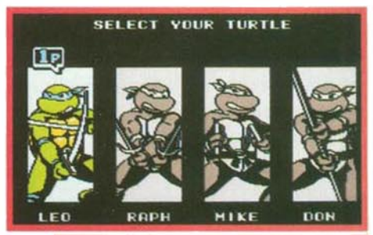
↑ ↑ ↓ ↓ ← → ← → *A B START*

STAGE SELECT PLUS

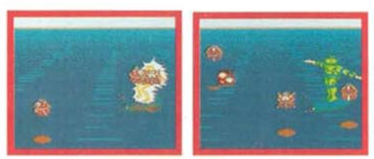
T.M.N.T. III has the best Stage Select of any Turtles game, because it also lets you choose your level of difficulty and up to seven extra lives. To reach the Option Screen, enter the code at the title screen before it switches to the demo mode. After selecting the Turtle with which you will begin the game, the Option Screen will appear. The first option is for scenes. Push Left and Right to choose your starting point. Next you can choose either the Normal or Easy difficulty level. After that, pick from three, five or seven lives. There is even a Sound Test.



Enter the code quickly at the title screen before the screen switches over to the demo mode. Next, choose your favorite Turtle. Finally, the Option Screen appears.

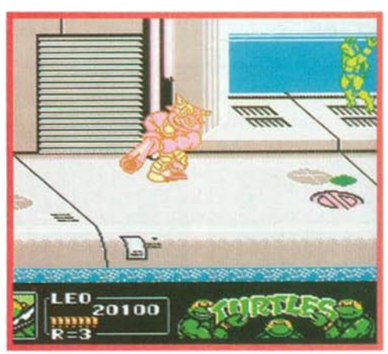
SCENE 2: OCEAN

All-aboard your jet-powered surfboard for some wet kick-fighting. Surfer Foot Clan soldiers aren't your only worry on the open sea, Electric mines and Cobra Helicopters are threats from below and above. With a little luck you'll reach the submarine deck. There, you'll meet even more trouble.



The safest place during the surfing stage is near the bottom of the screen. Use Flying Kicks or your Special Attack to dunk the opposition. If you hit a mine, be prepared for a shock.

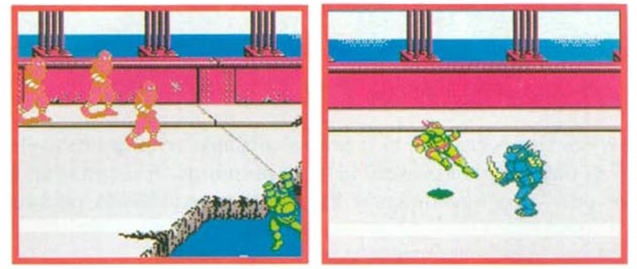
The cannons on the Submarine deck fire powerful shots, but you can dodge them if you see the indicator that tells which cannon will shoot next.



Ground Chuck holds his ground at the end of the deck. Dodge him and whack him in the back, or use your Special Attack for more damage. Since you are invincible during a Special Attack, use it repeatedly when your Life Meter is low.

SCENE 3: BRIDGE

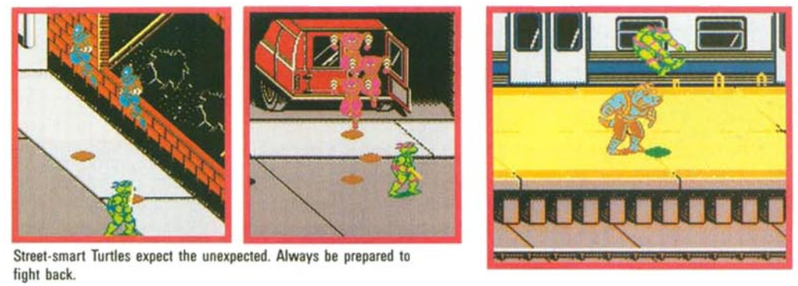
You can mop up this bridge with Foot Soldiers, but it's still going to need major repairs. So will you if you fall prey to the mechanized turtle known as Slash. Adding to the fun are monster trucks and giant bowling balls. At the end of the line is BeBop. Move him to the top right corner for an easy victory.



Hang on, Bro! This is no way to drop in on friends, but then, these aren't friends. Especially unfriendly is Slash, whose slide attack can shell shock you.

SCENE 4: DOWNTOWN

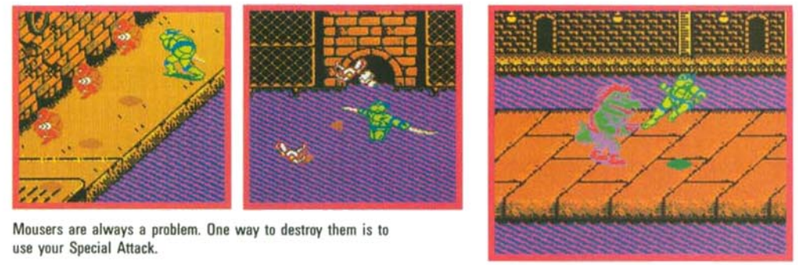
The streets aren't safe for innocent Turtles, not with the Foot Clan on the loose. Watch for them to appear from windows and doors. More giant bowling balls join in the rumble, as do park statues. In the subway, you'll meet a dirty rat called Dirtbag. Get him into the lower right corner for an easy win.



Street-smart Turtles expect the unexpected. Always be prepared to fight back.

SCENE 5: UNDERGROUND

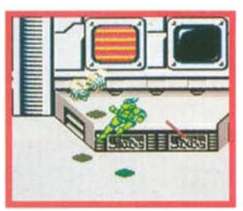
The sewers of New York are notorious for harboring hideous creatures. The most vile of them all is Leatherhead, a gun-toting croc with a bad attitude. You should probably scarf down some pizza before fighting Leatherhead. Wait for him on the platform, and when he jumps to it, continue to hit him.



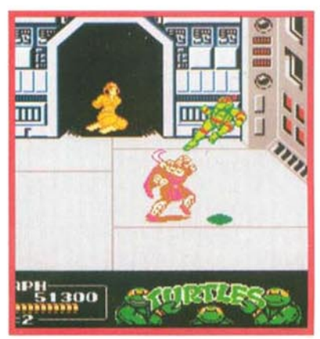
Mousers are always a problem. One way to destroy them is to use your Special Attack.

SCENE 6: TECHNODROME

Shredder's mobile fortress is bristling with Turtle-tuned traps and guardians. You'll also encounter some new technology, such as TV screens that release giant bowling balls and Tubular Transports. Don't forget to see the robots and lasers on your visit. Fighting Rahzar will be serious business. Use your Flying Kick. At the end, of course, are your arch enemies, Krang and Shredder. If April and Manhattan are to have a future, you must overcome their multiple attacks.



Dangers of all sorts await you in the Technodrome. Rahzar's freezing breath is only one of many. Play through the scene with extra lives on your first trip.



There are two more scenes following the Technodrome. Eventually, you'll have to fight it out with Krang and Shredder on a spaceship.

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VICE: PROJECT DOOM

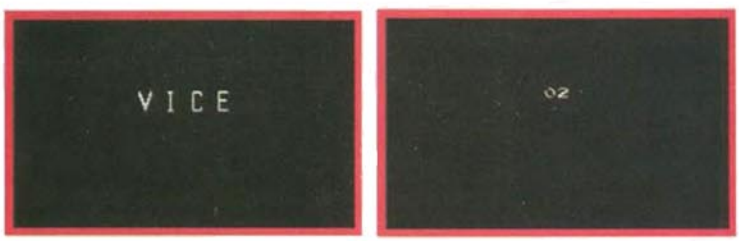
A LONG AND INVOLVING TALE

Vice Officer Quinn Hart is on the trail of a group of aliens who are manufacturing a substance known as Gel which is deadly to human beings. You can drop into Hart's case at any point and help him unravel the plot's many twists and turns.

CNTRL. I: HOLD A, PRESS RESET, CNTRL. II: PRESS A OR B

STAGE SELECT

You can unravel the Project Doom plot with a versatile Stage Select code. Press and hold A on Controller I and press Reset. Then, on Controller II, press either A or B. Pressing B will allow you to start playing at the beginning of any stage. Pressing A will allow you to choose any section of any stage. Once you've made your choice, press Up and Down on Controller I to change the stage numbers, then press and hold B and press A to begin.



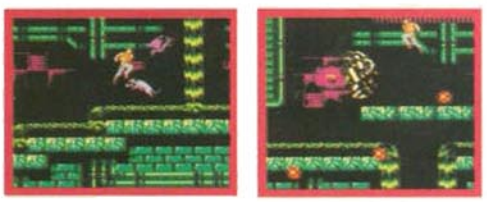
Press and hold A on Controller I and reset the game. Then press B on Controller II to select any stage or press A to select any section of any stage.

STAGE 6

The BEDA Corporation is behind the plot to poison humans with the substance known as Gel. In Stage 6 of the story, you'll discover a secret BEDA lab in the jungle and attempt to track down the leaders of the corporation. Watch it! The PCU-Vardkin guards this lab with homing missiles.

STAGE 7

A new twist in the tale reveals the location of BEDA HQ. In this stage, you'll begin the journey to the headquarters by battling BEDA baddies on a train and taking on a horde of mutants in a sewer. The leader of the sewer stage is a powerful PCU-110 Rogue.



Sewer rats and the PCU-110 Rogue are among the strange creatures that you'll encounter in Stage 7.

STAGE 8

In order to make Gel, the BEDA Corporation has constructed its own power plant. In Stage 8, you'll try to work your way to the center of this mutant-filled factory and pull the plug.

STAGE 9

The ninth stage takes place in a secret bio-tech lab. Some of the "experiments" are loose within the building. Proceed with caution and continue your search for the aliens. At the end of the stage you'll encounter the Gu-Matonn Combat Suit and discover a new plot twist.

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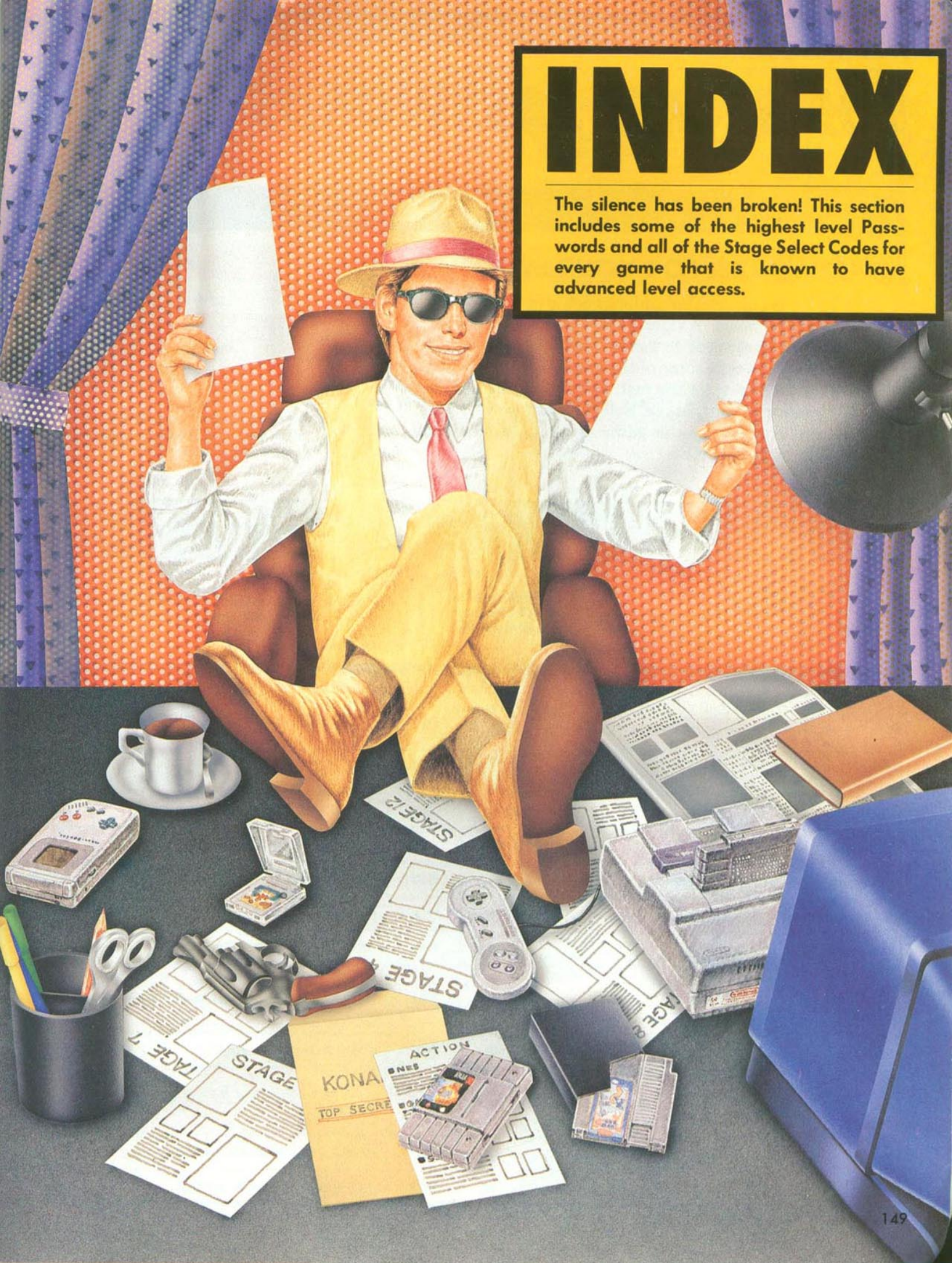
INDEX

The silence has been broken! This section includes some of the highest level Passwords and all of the Stage Select Codes for every game that is known to have advanced level access.



TOP SECRET PASSWORDS INDEX

INDEX KEY

PASSWORDS: FOR YOUR EYES ONLY

This index is the key that unlocks some of the best kept secrets in the world of video games. Included are Stage Selects and Passwords to games for all three Nintendo systems. We covered some of the games in greater detail in the review pages; for the rest, we're including here the best Passwords and Stage Selects that we've found. Titles are grouped by the game system, either Game Boy, NES or Super NES.

Find the best password or code for each game in this column. Next to each password you'll find the stage of the game that it takes you to.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE

PASS=Password
SS=Stage Select
EX=Extra Men

Act.▶Action Adv.▶Adventure RPG▶Roll Playing Game
Sho.▶Shooting Sim.▶Simulation Spo.▶Sports

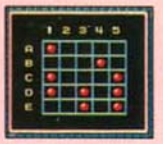
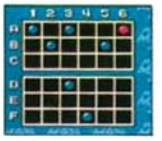
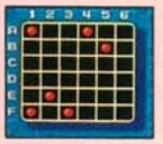
NES

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Abadox	Milton Bradley	March '90	SS	*A A↑ B B↓ A B B START ▶ Stage 7*	Space Sho.
Adventure Island II	Hudson Soft	Feb. '91	SS	*→ ← → ← A B A B ▶ Any World*	Comic Act.
Adventures of Lolo	Hal America	April '89	PASS	*GCVT ▶ Room 10-5*	Puzzle
Adventures of Lolo II	Hal America	March '90	PASS	*VHTK ▶ Room 10-5*	Puzzle
Adventures of Lolo III	Hal America	Sept. '91	PASS	*4R4N SPDD F♥L4 5BTJ ▶ Final Boss*	Puzzle
Adventures of Rad Gravity	Activision	Dec. '90	PASS	*1$2NØK!C553ØFWMX7$NS ▶ Planet Telos*	Space Adv.
Air Fortress	Hal America	Sept. '89	PASS	*7NDE ▶ 2nd Quest, Level 8*	Space Act.
American Gladiator	Gametek	Oct. '91	PASS	*At the password option: A B A A B B B B ▶ Stage 4*	Action Spo.
Arkanoid	Taito	Aug. '87	SS	*Hold A & Start to advance 1 Board*	Arcade
Astyanax	Jaleco	March '90	SS	*↑ ↓ ← → B B B B Start ▶ Any Stage*	Sword Act.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Back to the Future 2/3	LJN	Sept. '90	SS	*Hold B and Select, then enter the word: FLUXCAPACITORISTHEPOWER ▶ Part 3*	Puzzle
Bad News Baseball	Tecmo	June '90	PASS	*4yt49?ahwSGUh♥Y: ▶ Final Game*	Baseball
Bases Loaded	Jaleco	July '88	PASS	*CHXAACC ▶ Game 162*	Baseball
Bases Loaded 2	Jaleco	Feb. '90	PASS	*JTTPTWD ▶ World Series*	Baseball
Batman: Return of the Joker	Sunsoft	Jan. '92	PASS	*GPZT ▶ Stage 7-1*	Fight Act.
Battle of Olympus	Broderbund	Jan. '90	PASS	*6!8SQW RjNOmKB 3fmrzC 5WFzØUk ▶ At Zeus*	Myth Adv.
Battle Toads	Tradewest	June '91	EX	*Hold ↓, B and A. Then Start ▶ 5 Toads*	Comic Act.
Bill and Ted's Excellent Video Game Adventure	LJN	Dec. '91	PASS	*555-5864 ▶ Level 6*	Movie Adv.
Bill Elliot's Super Nascar	Konami	Dec. '91	PASS	*RVHC/Q9J4MBSJ.!VK XXK!/DXKFFFFBR7K! ▶ Final Race*	Auto Racing
Black Bass	Hot-B	Sept. '89	PASS	*ØYHEXZØTZXHNTMUQ ▶ San Lake*	Fishing
Blue Marlin	Hot-B	July '92	PASS	*63CX.F—WSHJK PFTT.4 6PPPP WWWWLH5 ▶ Hawaii 3*	Fishing
Bomberman	Hudson Soft	Jan. '89	PASS	*JDNMKLGJDJGGCPOLOMNF ▶ Level 50*	Maze Act.
Bubble Bobble	Taito	Dec. '88	PASS/SS	*DDFFI ▶ Select Any Stage*	Comic Act.
Bucky O'Hare	Konami	Jan. '92	PASS	*MRM ▼X ▶ Escape*	Comic Act.
Bugs Bunny's Crazy Castle	Kemco Seika	Aug. '89	PASS	*YTKX ▶ Level 60*	Puzzle
Burai Fighter	Taxan	March '90	PASS	*GAME ▶ Level 7*	Space Act.
Captain Planet	Mindscape	Sept. '92	PASS	*829 443 ▶ Stage 5-2*	Plane Sho.
Captain Skyhawk	Milton Bradley	May '90	SS	*Press ↑ and B to skip any stage: CNTRL II*	Action
Casino Kid	Sofel	June '89	PASS	*QOGAQ PPEAM GWJXI FVTAQ PPEAM GUJXG ▶ Playing Cindy*	Casino
Casino Kid 2	Sofel	Dec. '92	PASS	*CRDV5 YYYGG ▶ King Las Vegas*	Casino
Castlevania II: Simon's Quest	Konami	Nov. '88	PASS	*RIG7 NVFX E45V Ø7BT ▶ Ready for Dracula*	Hero Adv.
Castlevania III: Dracula's Curse	Konami	Oct. '90	PASS	*▶ Stage A-01*	Hero Act.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Clash at Demonhead	Vic Tokai	Jan. '90	PASS	*673CC A7MHG DQ2S9 SSUS1 4347J PP89D ▶ Before Governor Bopper*	Comic Adv.
Code Name: Viper	Capcom	March '90	PASS	*745765 ▶ Final Boss*	Combat Act.
Commando	Capcom	Nov. '86	SS	*Play 1 game. Select CONTINUE, then press ← → A B ↓ ↑ on CNTRL II Hold A & Select on CNTRL I.*	Combat Act.
Conflict	Vic Tokai	March '90	PASS	*HEXASOURYOKUSEN ▶ Final Battle*	Combat Sim.
Dash Galaxy	Data East	March '90	SS	*On Title Screen Hold Up/Left A & B, then press Select ▶ Any Stage*	Space Act.
Day Dreamin' Davey	Hal America	June '92	PASS	*MBTLN ▶ Dream 11*	Comic Adv.
Deadly Towers	Broderbund	Sept. '87	PASS	*EF1KDK.KTX ▶ Ready to defeat Rubas*	Sword Adv.
Demon Sword	Taito	Jan. '90	PASS	*GDZ + QT QHA ?KI HGH IE ▶ Level 4*	Sword Act.
Destination Earthstar	Acclaim	Feb. '90	SS	*During the game, on CNTRL II Hold ↓, Select. Press B B B A, release ↓, then press Start → to skip a stage.*	Space Act.
Dick Tracy	Bandai	Aug. '90	PASS	*ØØ7 215 Ø47 ▶ Case 5*	Movie Act.
Dig Dug 2	Bandai	Dec. '89	SS	*Hold Select A Start then or to change stage.*	Arcade Act.
Dirty Harry	Mindscape	Dec. '90	PASS	*BIRD ▶ Stage 3*	Movie Act.
Dr. Chaos	FCI	Nov. '88	PASS	*MGABPJC8253VENK6WR ▶ Ready to defeat Canbarian*	Maze Adv.
Dragon Spirit	Bandai	July '90	SS	*On CNTRL II, hold A B ↑ and press Reset, then press B ↑ ↑ B ↓ ↓ B*	Dragon Sho.
Dragon Strike	FCI	July '92	PASS	*KHVHPQ ▶ In the Abyss*	Dragon Sho.
Dynowarz	Bandai	April '90	PASS	*6425 ▶ In Stage 7*	Fight Act.
Eight Eyes	Taxan	Jan. '90	PASS	*EAAPPPDPNE ▶ Ruth stage*	Fight Act.
F-15 Strike Eagle	Microprose	Jan. '92	PASS	*ØEØD273611241515 ▶ Final Mission*	Fly Combat
Faxanadu	Nintendo	Aug. '89	PASS	*See Page 36*	Sword Adv.
Ferrari GP Challenge	Acclaim	Feb. '92	PASS	*CZV8LN4FSLJBFRFSFBFBB ▶ Final Race*	Auto Racing
Flying Dragon	Culture Brain	Aug. '89	PASS	*BAAA ▶ World Tournament*	Karate Act.
Frankenstein	Bandai	July '91	PASS	*PZZTNLWJLDTJ ▶ Stage 4*	Sword Act.
G.I. Joe	Taxan	Jan. '91	PASS	*See Page 42*	Combat Act.
G.I. Joe: The Atlantis Factor	Capcom	March '92	PASS	*See page 43*	Combat Act.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Gargoyle's Quest II	Capcom	Oct. '92	PASS	*69797945-95Ø5559 ▶ Lethe's Castle*	Monster Adv.
Ghosts and Goblins	Capcom	Nov. '86	SS	*See page 124*	Comic Act.
Gilligan's Island	Bandai	July '90	PASS	*KDMLIBKE ▶ Level 4*	Comic Adv.
Godzilla	Toho	Oct. '90	PASS	*MCDESG26M ▶ Final Battle*	Monster Act.
Golf Grand Slam	Atlus Software	Dec. '91	PASS	*LFBTBFBF ▶ Hole 17, 8 under par*	Golf
Golgo 13	Vic Tokai	Sept. '88	SS	*On demo screen, when flash appears over eye, press start. CNTRL I: hold ↑ A B CNTRL II: hold ↑ ← A B CNTRL 1: Start. Enter "49" for lv. 13*	Spy Adv.
Goonies 2	Konami	Nov. '87	PASS	*K'O N248 4SR "OOS All items, all Goonies*	Maze Adv.
Gremlins 2	Sunsoft	Dec. '90	PASS	*NXRD Lv 5-1*	Comic Act.
Guardian Legend	Broderburd	April '89	PASS	*See Page 46*	Sci-fi Adv.
Gun Nac	ASCII	April '91	SS	*Choose "Config Sys", put "Sound Test" to 5, move to "Area," Push L/R to choose level*	Space Sho.
Heavy Shreddin'	Parker Bros.	July '90	SS	*Hold ← A B, press Start, then → A when you see the mountain*	Skiing
Hoops	Jaleco	June '89	PASS	*MYNSTAUMV ▶ Last Game*	Basketball
Hunt for Red October	Hi-Tech	Jan. '91	SS	*See Page 127*	Sub Sho.
Hydlide	FCI	June '89	PASS	*RMQMLJVKV3W2PNG5 ▶ Ready to defeat Varalys*	RPG.
Image Fight	Irem	July '90	SS	*Hold A B on both controllers. CNTRL I: Start and press Select to change stages.*	Combat Act.
The Immortal	Electronic Arts	Jan. '91	PASS	*v131y77ØØ38yØ ▶ Stage 7*	Magic Adv.
Infiltrator	Mindscape	Jan. '90	PASS/SS	*BOMB ▶ Give you the Stage Select.*	Combat Adv.
Iron Sword	Acclaim	Dec. '89	PASS	*TXXMNZGRRBKW ▶ At the 4 elementals*	Sword Adv.
Iron Tank	SNK	July '88	PASS	*ØØ774Ø5 ▶ Last Stage*	Tank Combat
Jackie Chan's Action Kung Fu	Hudson Soft	Dec. '90	SS	*CNTRL I: ↑ ↑ ↓ ↓ ↑ ↓ B A Start CNTRL II: B*	Kung Fu
Karnov	Data East	Dec. '90	SS	*CNTRL I: Hold → A B Select CNTRL II: Press A for each stage you want to skip.*	Fight Act.
Kick Master	Taito	Jan. '92	PASS	*♠8GWG99N9 ♣ ♦F ▶ Level 8*	Fight Act.
Kickle Cubicle	Irem	Sept. '90	PASS	*LYSe bFBa ▶ Wizard King*	Puzzle
Kid Icarus	Nintendo	Aug. '87	PASS	*8uuuuu uuuuuu uuuuuu uuuuuu ▶ Level 4-1*	Myth Adv.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
King's Quest 5	Konami	June '92	PASS	*63Ø288ØØØØ5ØMNN ▶ Ready to Fight Mordak*	RPG
Knight Rider	Acclaim	Dec. '89	PASS/SS	*NSMRNQIUKRISD ▶ Desert Battle*	Driving
The Last Ninja	Jaleco	Feb. '91	PASS	*55Ø4465Ø3776HC6 ▶ Final Battle*	Karate
Legacy of the Wizard	Broderbund	April '89	PASS	*EIGB DORG U3KS L5Q2 HKML HRVT W4XY UCGH ▶ 4 crowns*	Maze Adv.
Legends of the Diamond	Bandai	Jan. '92	PASS	*See Page 57*	Baseball
Lemmings	Sunsoft	Dec. '92	PASS	*ZQQPLM ▶ Mayhem 25*	Puzzle
Little League Baseball	SNK	July '90	PASS	*See Page 62*	Baseball
Little Nemo: The Dream Master	Capcom	Sept. '90	SS	*↑ Select ← → A A B. Choose Dream Select then press A for each level skipped.*	Comic Act.
Little Ninja Brothers	Culture Brain	Dec. '90		*QN27–– H5T77X 74DF36 73X+Z3 23 ■565 CHQ– ▶ Town of Chatzy*	Comic Adv.
The Lone Ranger	Konami	July '91	PASS/SS	*Ø81Ø 783Ø 3251 2 ▶ Stage select*	Western Adv.
Low G-Man	Taxan	Sept. '90	PASS	*IRIE ▶ 5-1 Second Quest*	Fight Act.
Mad Max	Mindscape	July '90	PASS	*HUMU ▶ Stage 3 Arena*	Driving
Magic of Scheherazade	Culture Brain	Sept. '89	PASS	*W5 ▶ Ready to finish Level 5*	Comic Adv.
Mega Man II	Capcom	July '89	PASS	 *▶ Dr. Wily Stage*	Comic Act.
Mega Man III	Capcom	Nov. '90	PASS	 *▶ Dr. Wily Stage*	Comic Act.
Mega Man IV	Capcom	Jan. '92	PASS	 *▶ Dr. Cossack Stage*	Comic Act.
Metal Gear	Ultra	Jun. '88	PASS	*See Page 76*	Combat Adv.
MetalStorm	Irem	Feb. '91	PASS	*W8L-66Z ♥ -3R3 ▶ Level 7-1*	Space Act.
Metroid	Nintendo	Aug. '87	PASS	*JUSTIN BAILEY ——— ——— ▶ All items except the ice beam*	Space Adv.
Mickey Mousecapades	Capcom	Oct. '88	SS	*Hold Select Up and Start ▶ Castle Stage*	Comic Act.
Mission: Impossible	Ultra	Sept. '90	PASS	*QBYZ ▶ Stage 6*	Spy Adv.
Monster Party	Bandai	June '89	PASS	*Wvf .o0 zbC ▶ Level 8*	Monster Act.

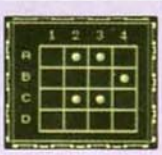
TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
NES Play Action Football	Nintendo	Sept. '90	PASS	*HM29QRØ6SF ▶ Championship Game*	Football
1943	Capcom	Oct. '88	PASS	*TY2NU ▶ Mission 23*	Flying Act.
Nintendo World Cup	Nintendo	Dec. '90	PASS	*12811 ▶ Championship Game*	Soccer
Paperboy 2	Mindscape	April '92	PASS	*4796 ▶ 3rd Week*	Bike Act.
Phantom Fighter	FCI	April '90	PASS	*♥ DHYYQ2H83YD ▶ Last Stage*	Fight Act.
Power Blade	Taito	March '91	PASS	*77KD1ØGJ ▶ End of Level 6*	Fight Act.
Power Blade 2	Taito	Sept. '92	PASS	*▶ Stage 6 Fight*	Act.
Power Punch 2	American Softworks	June '92	PASS	*HDKFGTFLGFTKCD ▶ The Final Fight*	Boxing
Princess Tomato in the Salad Kingdom	Hudson Soft	Feb. '91	PASS	*Y85R-B%CFGHJTLKGPLB ▶ After defeating Minister Pumpkin*	Comic RPG
Punch-Out!!	Nintendo	Aug. '90	PASS	*ØØ7 373 5963 ▶ Last Fight*	Boxing
Puzznic	Taito	Nov. '90	PASS	*MB1V ▶ 16-10 Puzznic WT15 ▶ 8-10 Gravnic*	Puzzle
Racket Attack	Jaleco	Oct. '88	PASS	*KBIMWDC ▶ Last Match*	Tennis
Rad Racer	Nintendo	Oct. '88	SS	*After selecting your car, press B for each track you want to skip Hold ↑ and → then press Start.*	Auto Racing
Rad Racer 2	Square	June '90	SS	*At title screen, press B once for each track you want to skip. Hold ↑ and → then press Start.*	Auto Racing
Rainbow Islands	Taito	June '91	SS	*Press ← B → ↑ ↓ ← → B. Press A to select your world then Start.*	Comic Act.
Rambo	Acclaim	May '88	PASS	*H800 IbW2 kGHQ KwKc 66WH QbW2 0F1D G19D ▶ Invincibility Code*	Combat Act.
Renegade	Taito	Jan. '88	SS	*CNTRL II: Hold ↑ CNTRL I: ↓ ↓ ↑ ↑ → ← Start ▶ Stage 4*	Fight Act.
Ring King	Data East	Sept. '87	PASS	*92E8X2B6H29Ø6A7XKC44S9 ▶ Final Bout*	Boxing
River City Ransom	American Technos	Oct. '89	PASS	*t1izvpdOZnZ JxNkJp7Cpub XMPQgXErSMF ▶ In the High School*	Fight Act.
Robin Hood: Prince of Thieves	Virgin Games	Nov. '91	SS	*Press A 8 times and B 8 times. Enter the password WEDDING.*	Sword Adv.
The Rocketeer	Bandai	May '91	PASS	*Ø4Ø-473-312 ▶ Stage 6*	Fight Act.

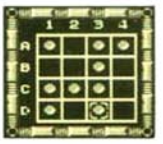
TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Rockin' Kats	Atlus Software	Sept. '91	PASS	*67GDZ♫ JGK ▲ ▶ Channel 5*	Comic Act.
Roger Clemens MVP Baseball	LJN	Nov. '91	PASS	*WVBBBB BBBBBB BBBBBB BBBXRB ▶ Championship Series*	Baseball
Round Ball: Two on Two	Mindscape	May '92	PASS	*7DS ▶ Final Game*	Basketball
S.C.A.T.	Natsume	June '91	SS	*CNTRL II: Hold A B↑ CNTRL I: Hold→ and Start ▶ Stage 4*	Action Sho.
Shadow of the Ninja	Natsume	Jan. '91	SS	*See Page 139*	Ninja Act.
Silver Surfer	Virgin Games	Nov. '90	PASS	*KJTTJK ▶ Invincibility Code*	Fight Act.
Snake's Revenge	Ultra	April '90	PASS	*HHK!! –#9% 3%R% N5H– 7H8T PG3K W47W 54 ▶ At Building 5*	Combat Adv.
Solar Jetman	Tradewest	Oct. '90	PASS	*MMGLNDDGZWRL ▶ Level 12*	Space Act.
Space Shuttle Project	Absolute	Nov. '91	PASS	*GAMER 8267 ENTERPRISE ▶ Mission 6*	Space Sim.
Star Trek	Konami	Feb. '92	PASS	*J3ØØ SS6D KRZX ▶ Iotia*	Space Adv.
Strider	Capcom	July '89	PASS	*See Page 97*	Fight Act.
Superman	Kemco Seika	Dec. '88	PASS	*G.I FBE CQSB IJA VYA LWVK ▶ Mission 5*	Comic Adv.
Swords and Serpents	Acclaim	Sept. '90	PASS	*See Page 101*	RPG
Tecmo Baseball	Tecmo	Jan. '89	PASS	*1G36 ▶ Final Game*	Baseball
Tecmo Bowl	Tecmo	Feb. '89	PASS	*1DAFF7A6 ▶ Championship Game*	Football
Thunderbirds	Activision	Sept. '90	SS	*Hold↑ and←, then press reset. When the screen is blank, press A B Select at the same time, twice.*	Flying
Times of Lore	Toho	May '91	PASS	*JGTnn fWgbl ZkXHV PVJkZ LH ▶ Before defeating the Clerics*	RPG
T.M.N.T II: The Arcade Game	Ultra	Jan. '91	SS	*B A B A↑↓B A←→B A Start*	Comic Act.
T.M.N.T. III: The Manhattan Project	Ultra	Feb. '92	SS	*↑↑↓↓←→←→ A B Start*	Comic Act.
Tombs & Treasure	Activision	June '90	PASS	*Yn★ % 94,n y5+k /BL? ZLhz HMZ' QLw? "R8H ▶ In the Ball Court*	RPG
Toxic Crusaders	Bandai	April '92	PASS	*7Ø11 ▶ Last Stage*	Comic Act.
Track and Field 2	Konami	June '89	PASS	*1SS3KVJ5C ▶ USA Last Day*	Multi-Spo.
Treasure Master	American Softworks	Dec. '91	PASS	*3HDJL9DNQV2WYTV4S91RXR86 ▶ Secret World*	Action Adv.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Ultimate Air Combat	Activision	Nov. '91	PASS	*M550FYY ▶ Final Mission*	Fly Combat
Vice: Project Doom	American Sammy	Nov. '91	SS	*See Page 148*	Fight Act.
Vegas Dreams	Hal America	March '90	PASS	*G!BG S7!T 1?DJ QF 9T7K !G!! !!1E ▶ Million Dollars*	Casino
Wall Street Kid	Sofel	June '90	PASS	*MC5ØW %2WØ! 7H1ØE 2Ø3ØZ Ø?%4? %4?%4 1P&MC CQ2Ø8 M3ØCØ C ▶ Week 15*	Sim.
Who Framed Roger Rabbit?	LJN	Sept. '89	PASS	*LLHHHHHH HHHHHH HHHHHH3B ▶ Ready to Fight Doom*	Cartoon Adv.
Willow	Capcom	Dec. '89	PASS	*See Page 111*	RPG
World Champ	Romstar	April '91	PASS	*SWJMNWGBX ▶ Final Match*	Boxing
World Championship Wrestling	FCI	Nov. '90	PASS	*N5BN 1B47 RZBZ ▶ Final Match*	Wrestling
WURM: Journey to the Center of the Earth	Asmik	Nov. '91	PASS	*1Ø24 ▶ Stage 5*	Action Adv.
Xexyz	Hudson Soft	April '90	PASS	*9244F Ø5585 ▶ Area 12*	Future Act.
Zanac	FCI	Oct. '87	SS	*Press Reset 13 times then press Start. Press ← or → to change stages.*	Future Action

GAME BOY

A*mazing Tater	Atlus Software	Feb. '92	PASS	*YBTF5ZZFT2 ▶ Floor 3*	Maze Puzzle
Adventure Island	Hudson Soft	Feb. '92	SS	*→ ← → ← A B A B*	Comic Act.
Amazing Penguin	Natsume	Dec. '90	PASS	*916328 ▶ Level 37*	Puzzle
Atomic Punk	Hudson Soft	Oct. '91	PASS	*BØMNDPBL3NCB3L2H2DJJ ▶ Stage 50*	Comic Act.
Battle Bull	Seta	Jan. '91	PASS	*$F** ▶ Level 48*	Future Act.
Bill and Ted's Excellent Game Boy Adventure	LJN	Aug. '91	PASS	*555-2989 ▶ Level 7*	Puzzle
Bionic Commando	Capcom	Sept. '92	PASS	▶ *Final Boss*	Combat Adv.
Boomer's Adventure in Asmik World	Asmik	April '90	PASS/SS	*ANCIENT ▶ Stage Select*	Puzzle
Boxxle	FCI	Feb. '90	PASS	*PBBP ▶ 10th Floor*	Puzzle

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Boxxle II	FCI	June '92	PASS	*ØK84 ▶ 5th Floor*	Puzzle
Brainbender	Electro Brain	Nov. '91	PASS	*3Ø81 ▶ Level 5*	Puzzle
Bubble Bobble	Taito	March '91	PASS	*KZ5J ▶ Round 100*	Comic Act.
Bugs Bunny Crazy Castle	Kemco Seika	March '90	PASS	*XHO2 ▶ Level 79*	Puzzle
Bugs Bunny's Crazy Castle II	Kemco Seika	Sept. '91	PASS	*KING ▶ Level 27*	Puzzle
Burai Fighter Deluxe	Taxan	Jan. '91	PASS	*DKLF ▶ Level 5*	Sci-fi Sho.
Burger Time Deluxe	Data East	March '91	PASS	▶ *Level 6*	Arcade Act.
Castlevania II: Belmont's Revenge	Konami	Aug. '91	PASS	▶ *Dracula's Level*	Hero Act.
Catrap	Asmik	Sept. '90	PASS	*R61H ▶ Stage 100*	Puzzle
Chase HQ	Taito	Dec. '90	SS	*On title screen, hold Down, A, B and press Start. Use A and B Buttons to change level and stage.*	Car Chase
Cyraid	ASCII	March '91	PASS	*RUGGER ▶ Last Level*	Puzzle
Daedalian Opus	Vic Tokai	July '90	PASS/SS	*ZEAL ▶ Stage Select*	Puzzle
Dead Heat Scramble	Electro Brain	Dec. '90	SS	*On title screen, press B 8 times, A 8 times, B one time less than the stage you want to go to, then press Start.*	Driving Act.
Dick Tracy	Bandai	Dec. '91	PASS	*56115 ▶ Stage 5*	Detective
Extra Bases	Bandai	April '91	PASS	*2CCZ ▶ 7 Wins, 0 Losses*	Baseball
Fish Dude	Sofel	April '91	PASS	*SE ▶ Stage C-3*	Swimming
Fist of the North Star	Electro Brain	April '90	PASS	*XKP 72QN VHR JGU5 ▶ Last Stage*	Fight Act.
The Flash	T•HQ	March '92	PASS	*FUNHOUSE ▶ Stage 13*	Fight Act.
Fortified Zone	Jaleco	Sept. '91	PASS	*1122 ▶ Level 4*	Maze Act.
Gargoyle's Quest	Capcom	July '90	PASS	*SWXE-CBFJ ▶ Final Town Monster*	Monster Act.
Godzilla	Toho	Oct. '90	PASS	*JXRB7K&948HPD32#JN ▶ Last Stage*	Puzzle
The Hunt for Red October	Hi-Tech	May '91	SS	*On title screen, press B, Select, L, R, Start*	Sub Sho.
Knight's Quest	Taito	July '92	PASS	*⧗ n7nB dc!Zc SHhhn ▶ End of Game*	Sword Adv.
Mega Man: Dr. Wily's Revenge	Capcom	Dec. '90	PASS	 ▶ *Dr. Wily's Castle*	Comic Act.

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Mega Man II	Capcom	Jan. '92	PASS	 ▶ *Dr. Wily's level*	Comic Action
Mercenary Force	Meldac	Oct. '90	SS	*At title screen, hold Up, Select, A, B, and press Start. When "Round 1" appears, hold R and press Start the number of levels you want to skip.*	Shooter Act.
Ninja Boy	Culture Brain	Nov. '90	SS	*On title screen, press U U D D A B A B Hold A and press Start*	Comic Act.
Nintendo World Cup	Nintendo	June '91	PASS	*Ø1631* ▶ *USA Finals*	Soccer
Operation C	Konami	Feb. '91	SS	*On title screen, U U D D L R L R A B A B Start*	Fight Act.
Pipe Dream	Bullet-Proof Software	Sept. '90	PASS	*YALI* ▶ *Level 29*	Puzzle
Power Mission	NTVIC	Jan. '91	PASS	*LRDMR1* ▶ *Level 11*	Sim.
Prince Of Persia	Virgin Games	Jan. '92	PASS	*71196464* ▶ *Final Battle*	Maze Adv.
Q Billion	Seta	April '90	PASS/SS	*TOIL* ▶ *Stage Select*	Puzzle
Rolan's Curse	American Sammy	Jan. '91	PASS	*PQRJ LNPC* ▶ *End Of Game*	Maze Adv.
Skate or Die: Tour de Thrash	Electronic Arts	June '91	PASS	*JZWC* ▶ *Atlantis Level*	Skateboard
Snoopy's Magic Show	Kemco-Seika	Oct. '90	PASS	*V5Y0* ▶ *Level 58*	Puzzle
Snow Bros, Jr.	Capcom	Jan. '92	SS	*On title screen, hold U, Select, B and press Start.*	Arcade Act.
Solomon's Club	Tecmo	March '91	PASS	*6ZNNNZ* ▶ *Room 5-1*	Puzzle
Spanky's Quest	Natsume	July '92	PASS/SS	*Ø119* ▶ *Stage Select*	Comic Act.
Spud's Adventure	Atlus Software	June '91	PASS/SS	*BANCHOU* ▶ *Stage Select*	Maze Adv.
Star Trek	Ultra	Feb. '92	PASS	*3516.7* ▶ *To the Planet Killer*	Sci-fi Act.
Sword of Hope	Kemco-Seika	June '91	PASS	*See Page 100*	RPG
Tail Gator	Natsume	June '91	PASS	*8Ø93* ▶ *Last Area*	Comic Act.
Tecmo Bowl	Tecmo	Sept. '91	PASS	*1DAFF7A6* ▶ *Championship Game*	Football
Tetris	Nintendo	June '89	SS	*Hold ↓ and turn Game Boy on until the game starts. You'll start 10 levels higher than the one you chose.*	Puzzle

SUPER NES

TITLE	COMPANY	RELEASE DATE	CODE TYPE	PASSWORD OR CODE	GAME TYPE
Addams Family	Ocean	March '92	PASS	*BLKX8 ▶ Final Door Open*	Comic Act.
Arcana	Hal America	June '92	SS	*See Page 118*	RPG
Castlevania IV	Konami	Dec. '91	PASS	▶ *Dracula's room*	Hero Act.
Dino City	Irem	Sept. '92	PASS	*8SSZ9 ∃ S0H4H4 ▶ Final level*	Comic Act.
Hole In One Golf	Hal America	Sept. '91	PASS	*Enter METAL * PLAY as Your Name ▶ Super Golf CLUBS*	Golf
James Bond Jr.	T*HQ	Nov. '92	PASS	*3353 ▶ Last Stage*	Spy Act.
John Madden's Football	Electronic Arts	Nov. '91	PASS	*BBBB5GSHGH ▶ Championship Game*	Football
Kablooey	Kemco	Aug. '92	PASS	*DFMQ ▶ Level 130*	Puzzle
Krusty's Fun House	Acclaim	June '92	PASS/SS	*" JOSHUA " ▶ Stage Select*	Puzzle
Legend of the Mystical Ninja	Konami	Feb. '92	PASS	*H-WNxN ▶ Final Level*	Comic Adv.
Lemmings	Sunsoft	March '92	PASS	*KCGHCNC ▶ Sunsoft Level 5*	Puzzle
On the Ball	Taito	Sept. '92	PASS	*WRJMH ▶ Final Level*	Puzzle
Out of this World	Interplay	Nov. '92	PASS	*LFCK ▶ Final Fight*	Sci-fi Adv.
Paperboy 2	Mindscape	Nov. '91	PASS	*6479 ▶ Final Route*	Arcade Act.
Pilotwings	Nintendo	Aug. '91	PASS	*882943 ▶ Final rescue mission*	Flying
Populous	Acclaim	Sept. '91	PASS	*V4RY5ZL2N ▶ World 988*	Sim.
Rampart	Electronic Arts	Sept. '92	PASS	*H PPYJ Y ▶ Level 16*	Sim.
The Rocketeer	IGS	June '92	SS	*L R L R Down on title screen*	Flying Act.
Super Adventure Island	Hudson Soft	April '92	SS	*On 2nd title screen, hold L → X and press Start.*	Comic Act.
Super Ghouls & Ghosts	Capcom	Nov. '91	SS	*See Page 125*	Comic Act.
Super Smash TV	Acclaim	Feb. '92	SS	*→ → ↑ ↓ R L Start on the player select screen*	Shooter Act.
Super R-Type	Irem	Sept. '91	SS	*See Page 143*	Sci-fi sho.
Super Soccer	Nintendo	May '92	PASS	*→ ↗ ↑ ← ↖ ↑ ↗ ▶ Final game*	Soccer
Super Tennis	Nintendo	Sept. '91	PASS	*See Page 99*	Tennis
Top Gear	Kemco	April '92	PASS	*KEELSON ▶ Final Race of Hardest Level*	Racing
Wings 2: Aces High	Namco	Sept. '92	PASS	*BBHnwLL1CB!r ▶ Level 20*	Flying Combat

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NES:
Mega Man II, III, IV
Metroid
Gargoyle's Quest II
Tecmo Bowl
Castlevania II, III
Batman: Return of the Joker

SUPER NES:
Castlevania IV
Lemmings
PilotWings
Wings 2: Aces High
Krusty's Super Fun House
The Legend of the Mystical Ninja

Game Boy:
Gargoyle's Quest
Castlevania II
Star Trek
The Sword of Hope
Who Framed Roger Rabbit?

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NES:
TMNT II: The Arcade Game
TMNT III: The Manhattan Project
Battletoads
Ghosts 'N Goblins
Robin Hood: Prince of Thieves
Vice: Project Doom

Super NES:
Super Ghouls 'N Ghosts
Super Smash T.V.
Super R-Type
Super Adventure Island
The Rocketeer

Game Boy:
Operation C
The Hunt for Red October
Adventure Island
Snow Bros. Jr.

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